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By Doug Walsh
& Rick Barba

BLIZZARD® ENTERTAINMENT

DIABLO III

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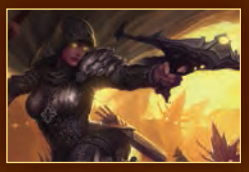

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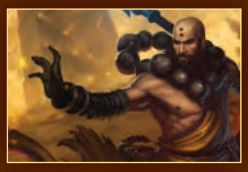

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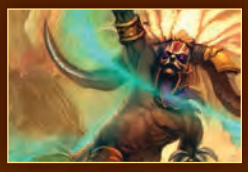

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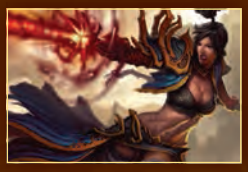

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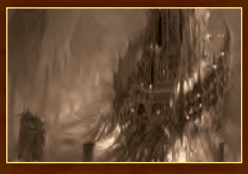

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FOREWORD

BY JAY WILSON,
GAME DIRECTOR OF *DIABLO III*

Fifteen years ago, the original *Diablo* was released on an unsuspecting world. This ingenious blend of action and role-playing game came at a time when the game industry said that role-playing games were dead. Boy, did that turn out to be wrong. The *Diablo* games have been some of the most successful of all time, and we're proud to present to you the game that we hope carries on that tradition.

Fifteen years ago, my wife was my fiancée, my daughter was years away, and if you'd told me I'd be working with such an amazing team to make a follow-up to one of my favorite games of all time, I'd have told you that you were a crazy person. In my house, the name *Diablo* was often spoken in hushed tones of excitement. It conjures up the memory and anticipation of countless hours scouring unforgiving dungeons with insanely powerful heroes, the joy of finding that perfect item, the fear of what might be around the next corner, and the thrill of sharing that adventure with other people. It's a lot to live up to!

Fortunately, I've been blessed to work alongside the most talented and amazing team I've ever had the pleasure to know, filled with gifted alumni of the previous *Diablo* games as well as excited newcomers like myself. To bring this team together and make a sequel worthy of the *Diablo* name, we knew we'd first need to fully understand what made the original games great before we could even begin to try making something better. To embark on this epic task, we established a set of pillars—or ideals—that we feel define *Diablo*, *Diablo II*, and *Diablo II: Lord of Destruction*. These seven pillars are Powerful Heroes, Replayability, Well-Paced Rewards, Approachability, Strong Setting, Customization, and Multiplayer Always.

Powerful Heroes are at the heart of the *Diablo* experience. A mighty barbarian standing against an endless horde of demons is a core image that drives what makes *Diablo* great. Replayability comes through smart design of your game; in *Diablo*, we use random environments, random encounters, and even random monsters. We added random scripted events to support *Diablo III*'s strong story focus. Well-Paced Rewards—an awesome item, a new monster, a new environment, or the spectacle of a mighty boss—help keep players excited about what's coming next.

As deep as the *Diablo* games are, they have also always been easy to get into and play, so making the game Approachable was an important goal for us. There are a lot of fantasy games out there, but none of them feel quite like *Diablo*, with its Strong Setting that pits good versus evil in an eternal struggle between the High Heavens and the Burning Hells. Giving players powerful options to Customize their characters is important. We accomplished this through endless varieties of randomly generated items, a skill system that provides the freedom to experiment, and the new rune system that enables two characters using the same abilities to play very differently. Finally, all *Diablo* games have had a clear Multiplayer focus, being fully playable cooperatively at any time.

Add to those pillars some new goals, like a deeper combat model, stronger story, and a more challenging and sustainable end game, and we think *Diablo III* has the makings to be the greatest *Diablo* yet.

The strategy guide you hold in your hands has been designed to help you find your way through this new and perilous chapter in the ongoing struggle between humanity and the forces of the Burning Hells. The good people at Brady Games have tirelessly scoured through endless variations of random environments, battled towering bosses, and pored through piles of loot to bring to you all of the information you need to take your Barbarian, Wizard, Witch Doctor, Demon Hunter, or Monk to the pinnacle of power.

Welcome, or welcome back, to the world of *Diablo*. It's a cruel world, but you'll find that with a strong arm, a sharp axe, and a quick spell, you can face the forces of evil… and work them over for all the phat loot you could ever hope for. Good hunting, fellow adventurers!

Two decades have passed since the demonic lords, Diablo, Mephisto, and Baal, set out across the world of Sanctuary on a vicious rampage, twisting humanity to their unholy will. Yet for those who battled the Prime Evils, the memory fades slowly.

When Deckard Cain returns to the ruins of Tristram Cathedral, seeking clues to defeat new stirrings of evil, a fiery omen of doom falls from the heavens, striking the very ground where Diablo once entered the world. This fire from the sky reawakens ancient evils and calls the heroes of Sanctuary to defend the mortal world against the rising powers of the Burning Hells once again.

WELCOME TO SANCTUARY

ABOUT THIS GUIDE

The tome you now hold is your key to unlocking the secrets of *Diablo III*, and to surviving the trials that now test all who walk the lands of Sanctuary. To get the most from this book, you must first understand the random nature of *Diablo III*, and the challenges that its unique style presents to players (and strategy guide authors).

The majority of what you experience every time you play *Diablo III* is unique to your individual playthrough. The enemies you encounter, the layout of dungeons, and the loot you gain is wholly randomized. Even side-quests and the very presence and location of caves may be different each time you play the game. But all of this randomness occurs within a scientific framework. There are rules—more complex than you can imagine—that govern the where, when, and what that customize the experience.

The wizards at Blizzard have granted us a thorough look under the hood. And though we were forced to swear upon a Nephalem altar that we would never divulge their arcane secrets, our knowledge of the game's inner workings has allowed us to create a compendium of which even Abd al-Hazir would be proud. Our knowledge of what is and isn't possible within the *Diablo III* framework has been injected into each and every segment of the book. Here are just a few of the topics covered:

- Our **Quest Guide** provides a comprehensive walkthrough of the game's primary campaign. The 31 quests are divided into four Acts and include maps of all towns, enemy information for first encounters, sources of loot, details on each Unique monster as you encounter them, and brief descriptions for all possible sub-events you might discover in a given area. Dungeon-specific tactics are provided for unique architectural pieces, written in the first-person narrative of an explorer's journal. Finally, we provide in-depth boss battle strategy, including skill suggestions for all five classes.

- For each of the five **Heroes**, we have included strategic recommendations, details on their skill progression as they level up, a look at their first six armor styles, and a comprehensive discussion of each class's many active and passive skills. Tactical advice and data are also provided for all skill and Runestone pairings.

- Our **Denizens of Hell** Bestiary contains all you need to know about the monsters of *Diablo III* and how they behave. This section provides a complete analysis of all monster traits, a discussion of each monster class, and a comprehensive A-to-Z listing of every creature in the game. Each monster entry includes the following: complete monster data, health globe drop percentages, resistances, attack ratings, and a detailed discussion of the enemy's behavior in combat.

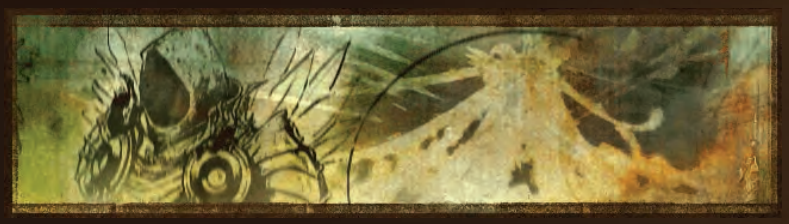
- A big part of the fun in *Diablo* has always been collecting, comparing, and outfitting the Hero with the best possible loot. Our **Loot Management** chapter is the ultimate resource for understanding the equipment nomenclature, including the many affixes that comprise weapon and armor names. It also includes data for all types of weaponry, including Legendary Weapons, as well as all potions, scrolls, gems, and accessories.

- This book also covers several other important aspects of the game, including a chapter on **Artisans & Crafting**, a guide to using Blizzard's new **Auction House**, and an exhaustive list of the game's many **Achievements**. Finally, our **Hero's Basics** chapter aims to get your solo adventure off to a solid start. We also provide practical advice on how to successfully lead a party into combat and live to tell about it.

DIABLO TIMELINE

964 Led by Azmodan and Belial, many of the Hells' lesser demons rise up against the Prime Evils in a rebellion that culminates in the Dark Exile. Diablo, Mephisto, and Baal are exiled to Sanctuary from the Burning Hells.

1004 The archangel Tyrael gathers together mortal heroes to create the Horadrim. He bestows the Soulstones upon them and tasks them with tracking down and imprisoning the Prime Evils.



1009 Mephisto is captured in a Soulstone, which is then given to a fledgling religious order known as the Zakarum.

1010 Baal is tracked to the desert near Lut Gholein. Tal Rasha, the leader of the Horadrim, sacrifices himself to capture Baal in a damaged Soulstone.

1019 Diablo is finally captured by a group of Horadrim monks led by Jered Cain. The monks bury Diablo's Soulstone near the river Talsande in Khanduras, and a Horadric monastery with a network of catacombs is built over the burial spot.

1025 The town of Tristram is established around the Horadric monastery.

1080 The Horadric monastery in Tristram is abandoned.

1100 The Horadrim, with no quests left to undertake, fade into history and legend.

1258 The eastern lord Leoric comes to Tristram, declares himself its king, and converts the old, long-unused Horadric monastery to a Zakarum cathedral. His advisor, Archbishop Lazarus, secretly releases Diablo from imprisonment.

King Leoric descends into madness as he valiantly struggles to resist Diablo's possession.

1263

Increasingly deranged, King Leoric begins imprisoning all who question his authority and executing them as traitors. He declares war on the kingdom of Westmarch.

Under Diablo's influence, Archbishop Lazarus kidnaps King Leoric's son, Prince Albrecht. The terrified child is possessed by Diablo.

Lachdanan, captain of King Leoric's army, returns from the disastrous war with Westmarch and is forced to kill Leoric. The fallen monarch curses Lachdanan and his followers with his dying breath. Not long afterward, Lachdanan and the king's guards are attacked by Leoric, resurrected as the Skeleton King, as they attempt to bury him.

Archbishop Lazarus leads a group of villagers into the cathedral and abandons them to a bloodthirsty butcher demon. People begin fleeing Tristram in droves.

A lone hero arrives in Tristram and defeats the bloated, fetid, butcher demon.

The hero defeats the Skeleton King and kills Archbishop Lazarus.

Diablo is defeated by the hero, who then tries to contain Diablo within himself. Despite the hero's noble intentions, his valiant spirit quickly succumbs to Diablo's corruption. He becomes the Dark Wanderer, leaving Tristram behind shortly before legions of foul demons attack and destroy the town and its inhabitants.

1264

A group of heroes begins a quest to defeat Diablo and his brothers. The heroes defeat the demoness Andariel and journey east, following the Wanderer.

The demon lord Duriel is defeated within the tomb of Tal Rasha; it is discovered that Baal is already free from his Soulstone.

The Dark Wandered completes his transformation into Diablo; Mephisto is destroyed beneath the jungles of Kurast by the band of heroes.

Diablo is defeated. His Soulstone is destroyed, along with Mephisto's, upon the Hellforge.

1265

Baal and his army march on Mount Arreat.

The heroes follow Baal to Mount Arreat for the final conflict between man and the last of the Prime Evils. Although the heroes defeat Baal, his demonic army continues to advance.

The angel Tyrael discovers that Baal has succeeded in corrupting the Worldstone housed within Mount Arreat. Realizing that the Worldstone cannot be restored, Tyrael reluctantly destroys it. The resulting explosion destroys Mount Arreat, ravages much of the countryside, and decimates Baal's army.

THE HERO'S BASICS

The best-selling **Diablo** *franchise has long been regarded as the pinnacle of the action-RPG landscape. Not only did the previous games in this series insert the terms "dungeon crawler" and "hack-and-slash" into the lexicon of gaming, but the addictive gameplay of previous* **Diablo** *installments is responsible for inspiring an entire sub-genre of similar titles. Nevertheless, there can be only one* **Diablo** *and now, after more than a decade, the Lord of Terror has returned—and much has changed…*

Diablo III *has been painstakingly designed to be accessible to newcomers while still retaining all of the core gameplay that made previous releases so wildly popular. Anyone, no matter their level of gaming experience, can quickly get up to speed with the game and enjoy early success. But there is a wealth of complexity hidden just beneath the easy-to-learn exterior. That's where this chapter comes in. Beginners and veterans alike will find much to learn on the following pages. We've crafted this section to serve as a complement to the user's manual and in-game tutorials. We begin by introducing the core concepts helpful for beginners and gradually add layers of information to help readers understand the finer points of the game's many systems.*

ADVENTURING FUNDAMENTALS

At its heart, *Diablo III* is a game centered on combat and the endless hunt for rare and powerful loot—namely gold, gems, and equipment. Everything you do in the game is geared toward making your character—one of five playable Hero classes—stronger and more deadly. You will slaughter thousands of Hell's minions during your journey and, in doing so, will earn lots of experience (XP), gold, equipment, potions, crafting materials, and much more. All of these rewards better prepare you for the fights to come—and there's always another fight lurking around the corner.

Before you head out into the world and lay blade to your first hellspawn, it's worth going over a few of the core gameplay concepts, as well as some advice on using this strategy guide. This section covers the following topics:

- *Controls*
- *Life and death*
- *XP and gold*
- *Finding loot*
- *Completing quests*
- *Exploration*
- *The Journal*

Many advanced aspects of the gameplay such as crafting, special items, followers, buffs, stats, and combat bonuses are explained in detail later in this chapter and throughout the guide.

A Word on Randomization

The *Diablo* franchise is known for creating a random experience that's unique to each individual playthrough. This randomization is generated within a heavily-tested framework designed to create a balanced experience that differs each time you play the game. For example, although the exact number and assortment of enemies you face at any specific time is random, each type of enemy is limited to a handful of locations. Similarly, each enemy species has a corresponding level for each difficulty mode, but the number of hit points (HP) any individual monster has is randomly determined within a range set by the developers.

Randomization also occurs within the maps. The exterior shapes of maps are static and never change, but the sub-events you encounter within them, the locations of some Waypoints, and the presence of Shrines, Healing Wells, and Chests are all random. In contrast, each floor of a dungeon or cave is randomly generated. Dungeons will always constitute a pre-determined number of floors of a particular size (small, medium, large, etc.), but the actual geometry and architecture of each dungeon and cave changes every time you play the game—they are generated on the fly from a large collection of tiles.

Lastly, nearly all aspects of equipment are wholly randomized. Every enemy you kill has a chance to drop gold; multiple pieces of equipment, items, and gold; or nothing at all. There is a chance, albeit very small, that a low-level enemy may even drop something very rare and valuable. In general, the higher the level of the enemy you kill, the better your odds are of getting a magical, rare, or legendary piece of equipment.

Controls

At its most elemental level, *Diablo III* is played using little more than your mouse, its two buttons, and the number keys on your keyboard. Click the left mouse button to move the Hero, click on enemies or objects to have the Hero interact with the target (or use the primary skill), and use the right mouse button and number keys to perform skills. Of course, there are many other commands that may prove useful in the heat of battle.

The key bindings can be modified to your liking at any time via the Options menu. The following tables show the default key bindings for gameplay, adjusting system settings, and communicating with friends while playing the game cooperatively. It's possible to add a second key binding to each of the commands to further customize the experience. This is particularly helpful if you use a specialized control pad when playing on a desktop computer, but want to maintain the default controls when playing on a laptop.

GAMEPLAY COMMANDS

COMMAND	DEFAULT KEY BINDING
Move	Left Mouse Button
Primary Skill/Interact	Left Mouse Button
Secondary Skill	Right Mouse Button
Force Stand Still	Shift
Action Bar Skill 1	1
Action Bar Skill 2	2
Action Bar Skill 3	3
Action Bar Skill 4	4
Potion Button	Q
Banner	G
Town Portal Button	T

Hold Your Ground

It's often strategically important to maintain your current position and not charge toward your enemies. This is especially true when using a ranged combatant or trying to remain near an ally. Holding the "Shift" key makes the Hero stand still while performing skills or basic attacks. Although Heroes equipped with ranged skills or weapons will attack from afar when an enemy is targeted, accidentally targeting the ground may cause the Hero to take off running. Holding the "Shift" key prevents this from happening.

Shifting Inventory

Learn these quick shortcuts to equip, sell, and compare equipment in your Inventory Panel faster. Hover over the piece of equipment to see how it compares to whatever you've already equipped. Hold the "Alt" key while hovering over an item to compare it to your other similarly equipped item when dual wielding weaponry and wearing two rings. Click and drag to the appropriate slot to equip the item or simply right-click the equipment to have it instantly equipped. Sell items when interacting with a merchant by right-clicking the equipment. Be careful not to right-click the gear you purchase while still in this screen or you'll just sell it back to the merchant. Either click and drag to equip your newly purchased gear or close the merchant panel first.

GENERAL COMMANDS

COMMAND	DEFAULT KEY BINDING
Toggle Inventory Menu	I
Toggle Skills Menu	S
Toggle Quests Menu	J
Toggle Journal Menu	L
Toggle Follower Menu	F
Toggle Map	Tab
Toggle Zoom	Z

HEADS UP DISPLAY COMMANDS

COMMAND	DEFAULT KEY BINDING
Show Monster Health Bars	V
Show Player Health Bars	D
Show Items on the Ground	Alt
Show Item Tooltip on Ground	CTRL

EMOTES

COMMAND	DEFAULT KEY BINDING
Follow	NumPad 1
Give	NumPad 2
Thanks	NumPad 3
Sorry	NumPad 4
Bye	NumPad 5
Die	NumPad 6
Run	NumPad 7
Wait	NumPad 8
Go	NumPad 9
Help	NumPad 0
Yes	-
No	-
Stay There	-
Attack	-
Retreat	-
Hold	-
Take Objective	-

SYSTEM COMMANDS

COMMAND	DEFAULT KEY BINDING
Close All Open Windows	Space
Game Menu	Escape
Take a Screenshot	PrtScrn
Toggle Framerate Display	CTRL + R
Master Volume Up	CTRL + Equals
Master Volume Down	CTRL + Minus
Toggle Music	CTRL + M
Toggle Sound	CTRL + S

SOCIAL COMMANDS

COMMAND	DEFAULT KEY BINDING
Toggle Friends List	O
Toggle Achievements	Y
Open Chat Input	Return
Close Chat Input	Escape
Reply to Last Whisper	R
Re-Whisper	Shift + R
Cycle Chat Targets	Tab
Page Up Chat	Page Up
Page Down Chat	Page Down

Customize Your Own Emotes

Many of the emotes have been left unassigned by default. You can customize their key bindings to the other number pad keys or any other keys you might not be using. It's also possible to reassign some of the existing key bindings to these emotes. We recommend playing the game with the existing key bindings for a while before making too many changes. Customize these settings only after you know for sure the commands you aren't likely to use and which ones you want at your fingertips.

FOUR QUEST-BASED ACTS

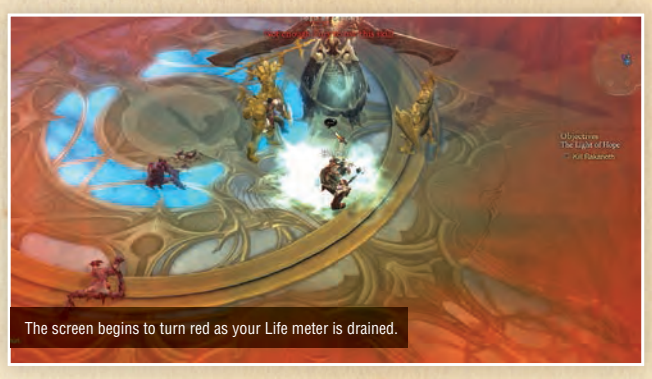
Diablo III consists of 31 main story quests spread across 4 Acts. Most quests are initiated by talking to a non-playable characters (NPC) with an "!" over his or her head. This will update the Journal with quest information. The name of the quest and current objective will appear on-screen, just below the mini-map. Additional bonus quests and events can also be triggered throughout your adventure by talking with other NPCs and interacting with certain objects in the environment.

Quest-giving NPCs aren't the only ones with whom you can interact, of course. Conversation with all NPCs is triggered by clicking on them. Some will offer small-talk, while others will provide a list of topics they can discuss. You never know what you might learn from the other villagers, so always speak with them. Completing quests earns XP and gold.

LIFE AND DEATH

Life is cheap in Sanctuary, but fortunately for aspiring Heroes like you, second chances are plentiful. The red orb in the lower-left corner of the screen represents your Life meter. All classes of Heroes begin their journey with an equal amount of Life, also known as hit points (HP), and the goal is the same: never allow this meter to empty. Your character's maximum Life increases over time as the Hero levels up and increases his Vitality rating. The amount of Life per Vitality the Hero gains scales with levels. At level 1, the Hero gains 10 Life per Vitality; at level 60, the Hero gains 35 Life per Vitality. Increasing the Vitality rating is a key concern for Heroes specializing in close-quarters combat such as the Barbarian. Vitality can be increased by equipping certain equipment and gems. Runes can also be used to increase a character's Life.

The game ends if the player's character is emptied of Life. At this time, you can continue from the previous checkpoint (unless playing Hardcore mode where death is permanent).



The screen begins to turn red as your Life meter is drained.

It's important to understand why you died and to take measures to prevent it from happening again. Even though you don't lose any XP or gold upon dying, your equipped weapons, armor, and accessories all suffer 10% depletion in their durability (at level 10 and beyond). Equipment retains 100% of its functionality until completely broken (resulting in a durability rating of zero). A yellow on-screen icon will appear when a piece of equipment has fallen below 50% of its full durability. The icon will be replaced with a red one if it loses all durability. These items are also outlined in yellow or red in the Inventory Panel to make it easier to spot which pieces need repairing. Repairs can be made at most merchants, provided you have the requisite amount of gold.

Checkpoints and Saving

There is no manual quick-saving or loading in *Diablo III*. Your Hero's stats, equipment, and settings are saved automatically as you play the game. The game saves your progress when you complete quests, reach in-game checkpoints, die, or exit the game. Note each checkpoint you reach as you near the end of a gaming session; either push on to the next checkpoint or quest completion, or consider stopping sooner. Partial progress across an area, including optional sub-events, may not be saved if you exit the game before reaching the next checkpoint.

HEALTH GLOBES AND POTIONS

Avoiding enemy attacks and cultivating a high Armor rating (which reduces all damage from enemies) are key to staying alive, but no Hero can avoid damage forever. Over time equipment, skills, and runes yield the abilities to regain Life per second, steal Life from enemies, and even gain Life per hit and/or per kill. But these perks alone will not keep you alive. That's where health globes and health potions come into play.

Health globes will persist for a full minute—don't pick them up if you don't need them!

Diablo III differs significantly from previous games in this series with regard to the player's reliance on health potions. Instead of rapidly consuming a large quantity of potions, Heroes must now rely heavily upon strategic collection of health globes. These come in two sizes and replenish a percentage of your maximum Life when collected. Note that health globes do not provide an instantaneous restoration of Life—it takes several seconds for the full benefit to be achieved. Every enemy you kill has a chance to drop a health globe of a certain size. Common monsters have a varying chance to drop health globes that restore 20% of your Max Life; Champion monsters may drop up to two health globes that restore 35% Max Life each; and Rare monsters will always drop four that restore 35% Max Life each (see the "Denizens of Hell" chapter of this guide for more information).

Heal Me, Brother!

A priest in each Act can provide free, instant healing if you ask him for a blessing.

Healing Wells provide full and instant healing to Heroes in need.

Health globes, like gold, are automatically collected as the Hero moves within a specific radius of them. This happens regardless of the Hero's current amount of Life, so it's important to monitor your Life closely and avoid picking up health globes that you might need later on. This is particularly true during boss fights or battles with tougher Rare and Champion monsters. Health globes persist on the battlefield for a full minute, so it pays to leave them where they fall until you absolutely need them. Collecting a health globe when you already have full Life cheats you out of healing you may need later on.

Although the importance of potions has been significantly reduced compared to *Diablo II*, they still play a critical role in times of emergency. Health potions come in a variety of sizes (larger ones become available at higher levels) and instantly restore a set quantity of Life. Potions are automatically assigned to a Potion Slot on your action bar and can be consumed on command with a tap of the "Q" key. You can also right-click a potion in the Inventory Panel if you wish. It's always worth having a number of health potions on hand, but drinking a potion also triggers a 30-second cooldown, so think twice before using one because you won't be able to drink another until half a minute has passed. Use potions if health globes are not available or when you're running dangerously low on Life only.

The Demon Hunter's split resources share a single orb on the screen.

You will also find Healing Wells scattered throughout the world. These red fonts are a staple of past *Diablo* games and instantly replenish all of your lost Life. Healing Wells regenerate every 30 seconds, allowing you to use the same one repeatedly if necessary.

RESOURCE MANAGEMENT

Each of the five classes has a unique resource that's used to fuel the Hero's active skills. Its name, maximum quantity, and method by which the resource is generated differ slightly between the classes, but its purpose is always the same. Whether dealing with the Barbarian's Fury, the Monk's Spirit, or the Witch Doctor's Mana, this resource is the fuel that powers the Hero's attack skills and defensive abilities. The orb in the lower right-hand corner of the screen indicates the current amount of this resource. Hover over the orb to see a tooltip showing the exact number (note that each class's resource appears in a different color).

Split Personality

Demon Hunters have not one, but two resources: Hatred and Discipline. This class has a maximum of 100 Hatred, but only 30 Discipline (initially). These two resources are used separately to power differing styles of skills, adding to the flexibility of the Demon Hunter experience.

All character classes in previous *Diablo* games used a common, naturally regenerating resource—Mana—and relied heavily upon potions to restore it in a hurry. There are no Mana potions in *Diablo III*. Instead, each class's unique resource is either generated naturally (by using resource-generating skills) or through the assistance of special runes and passive skills. The details for each resource are explained in the Heroes chapter of this guide, but here's a quick summary:

Barbarian: Fury is generated through basic weapon attacks and through the use of Fury-generating skills. The Barbarian can accumulate a default maximum of 100 Fury, but this resource slowly drains over time.

Demon Hunter: Hatred is a quickly-regenerating resource that powers many of the Demon Hunter's attack skills. The Hero can maintain 100 max Hatred and generate the resource through Hatred-generating skills. The class's other resource, Discipline, fuels evasive and tactical skills. Discipline regenerates slowly and carries an initial max of 30.

Monk: Spirit is generated exclusively through the use of Spirit-generating skills. Spirit doesn't drain like the Barbarian's Fury. The Monk can increase the maximum pool of Spirit from 150 to 250 with the right passive skill equipped.

Witch Doctor: The Witch Doctor is the only class with a maximum resource amount that increases per level. The Hero begins with a maximum of 150 Mana, but gains 10 additional Mana per level. Mana is used to power all of the Witch Doctor's skills and is regenerated naturally. Skills cost additional Mana as the Hero levels up.

Wizard: Wizards use Arcane Power to fuel their magic. This resource regenerates the fastest of all the classes and carries an initial maximum pool of 100. The Hero has several Signature spells that carry no resource cost, helping to extend the available pool of Arcane Power.

EXPERIENCE AND LEVELING UP

Combat Bonuses

Combat Bonuses award additional XP for a variety of accomplishments. These include killing a number of enemies in a single blow, destroying a large quantity of objects in quick succession, using a dungeon trap to kill multiple foes simultaneously, or even surviving a set amount of time while below 25% Life. The XP bonuses aren't very large, but they make it worth trying to rack up as many kills as fast as you can.

Every monster you kill, quest you complete, and new piece of lore you discover yields experience points (XP). This slowly fills the long horizontal meter stretching between the Life and Resource orbs. The Hero, beginning the game at level 1, gains a new level every time this meter fills. The amount of XP needed to gain a new level is quite small at first, but increases substantially over time as the Hero gets stronger. For example, it requires more XP (and therefore more time spent playing) to level up from level 52 to 53 than it does to advance from level 1 all the way to level 7.

An individual Hero can grow in strength and ultimately reach the level cap of 60, but this is no small task. All Heroes begin play on Normal difficulty at level 1 and have the potential to reach level 31 by the end of Act IV. The Hero can grow approximately to level 50 by the end of Nightmare difficulty, and reach the level cap of 60 by the end of the Hell difficulty setting. This leaves the Hero to attempt the daunting Inferno difficulty at a static level 60 (all monsters on Inferno difficulty are level 61 or higher).

Leveling up earns you a stats boost and a new skill or rune, as shown in the chat scroll.

Leveling Perks

So what does leveling up gain you? For starters, all Heroes gain a set increase to their core stats of Strength, Dexterity, Intelligence, and Vitality. These increases range from 1 to 3 per attribute and differ from class to class (see the Heroes section for specific info).

Leveling up also carries several major benefits that directly affect gameplay. For starters, it earns you access to new active skills, passive skills, and runes. Unlocking the first skill in a new category unlocks an additional skill slot that's available for use immediately. The effectiveness of many of your skills (and the resource cost of the Witch Doctor's skills) increases automatically with each newly gained level, ensuring that even your most basic skills—those unlocked at a very low level—are worth using later in the game. Skills and runes are detailed in full within each of the Heroes chapters.

The red numbers represent the level you must be to unlock the skill. Runes unlock at level 6.

Another benefit to leveling up is that certain potions and pieces of equipment can be used only by Heroes of a particular level. Leveling up gradually gets you access to these new items, some of which are available in shops. The flipside to this is that the enemies also gain access to new traits at higher levels, thus making sure the action continues to gradually get more difficult. A piece of equipment's level requirement will appear in a red font if the Hero does not yet meet the requirement.

Unlocking Active Skill Slots

Default Button/Key	Skill Category	Level Unlocked
Left Mouse	Primary	1
Right Mouse	Secondary	2
Action Bar #1	Defensive	4
Action Bar #2	Class Specific	9
Action Bar #3	Class Specific	14
Action Bar #4	Class Specific	19

Unlocking Passive Skill Slots

Passive Skill Slot	Level Unlocked
1	10
2	20
3	30

That New Skill Smell

Say you just gained access to a new skill, but don't have an empty skill slot to which you can assign it yet. No problem! You can swap active skills and runes within the skill category at any time during play without even returning to town. The newly equipped skill will be ready for use after the requisite cooldown period, which is based on difficulty.

All Heroes have skills distributed across Primary, Secondary, Defensive, and three additional class-specific categories. If you'd like to be able to organize your skills outside of the pre-determined categories, simply enter the Options menu and check the box for "Elective Mode." This will allow you to assign the skills to any group and skill slot that's been unlocked. This is particularly useful if, for example, you want access to two Signature spells as the Wizard.

Difficulty Levels

Unlike other games, you do not choose which difficulty you start with—there's no skipping a so-called easy mode to advance straight to a higher difficulty. *Diablo III* is designed for a player to progress from a Level 1 Hero on Normal difficulty to a Level 60 Hero by the end of Hell difficulty. Only then can the player attempt Inferno mode—hint: bring backup! Players are free to replay any completed quest (or a complete Act) on any completed difficulty mode, but they cannot jump ahead. The reason for this is simple: You'll die. Fast.

Every monster in the game has been assigned four different levels with four corresponding HP ranges, one for each difficulty level. The very first enemies you encounter on Overlook Road may be level 1 on Normal difficulty, but those same enemies are level 31 on Nightmare, level 51 on Hell, and level 61 on Inferno.

Enemy level isn't the only change that takes place from one difficulty level to the next. There are rare and powerful enemy traits that don't appear in the game until Nightmare mode. Similarly, enemies on Hell and Inferno mode are allowed to possess more complex and dangerous combinations of traits than you would ever dare consider on Normal mode.

DIFFICULTY SCALING BASED ON NUMBER OF PLAYERS

DESCRIPTION	NORMAL	NIGHTMARE	HELL	INFERNO
Monster HP increase per additional player	75%	85%	95%	110%
Monster XP increase per additional player	0	0	0	0
Monster DMG increase per additional player	0	5%	10%	15%

THE HUNT FOR LOOT

Sources of Loot

Overlook Road quickly introduces both breakable and searchable objects. Breakable objects are smashed to pieces when struck with an attack or skill and often yield gold or loot. The cursor changes to a weapon icon when hovering above a breakable object. Searchable objects such as a Tristram Militia Corpse may also contain gold, loot, or a piece of lore. The cursor changes to a hand when hovering above a searchable object.

There are many grades of breakable and searchable objects scattered throughout Sanctuary, and each region has its own unique selection. Every object is capable of yielding valuable items, but there's a better chance of finding a rare item when inspecting less common objects. Rarer objects also have a higher likelihood of holding larger volumes of gold and multiple items.

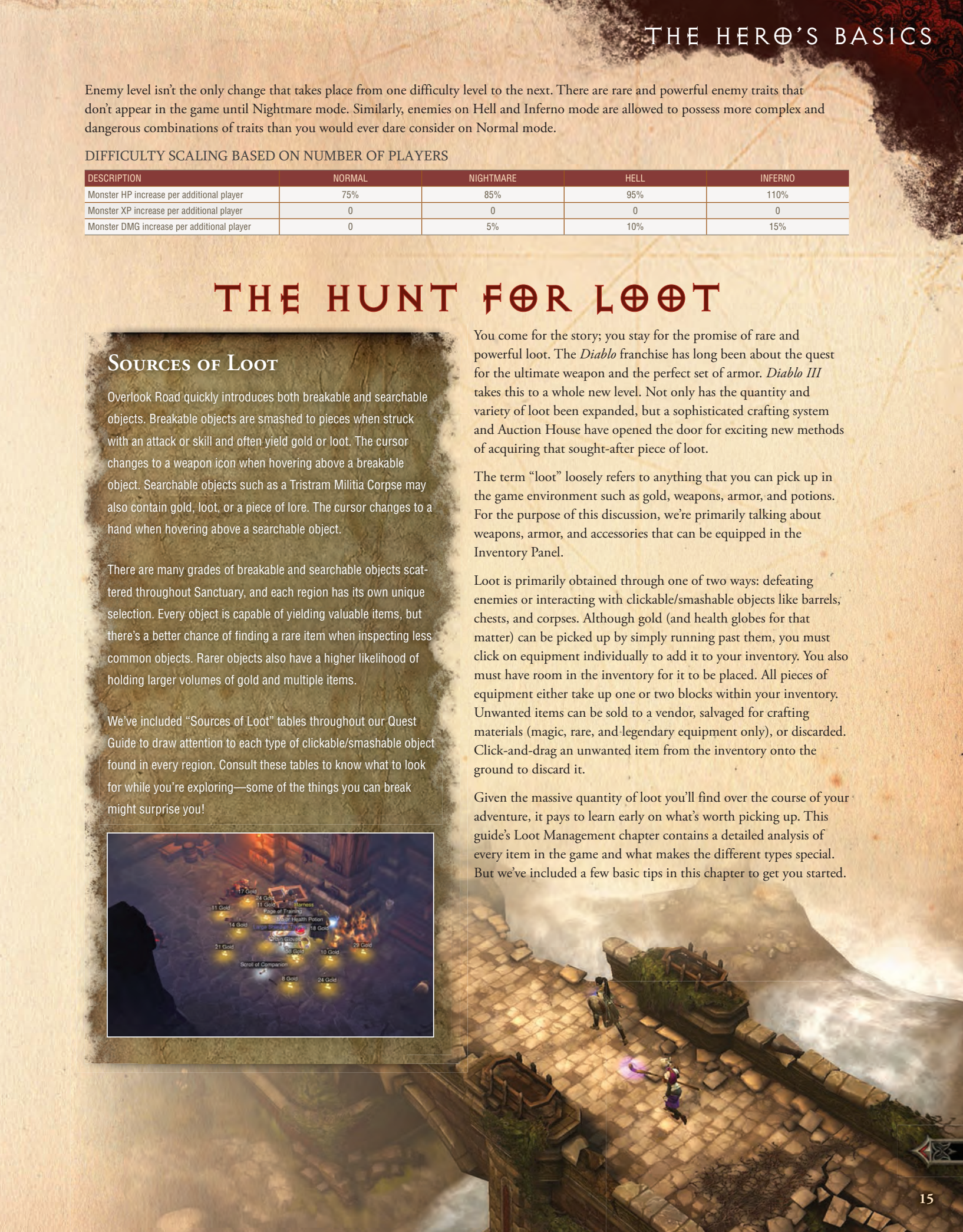
We've included "Sources of Loot" tables throughout our Quest Guide to draw attention to each type of clickable/smashable object found in every region. Consult these tables to know what to look for while you're exploring—some of the things you can break might surprise you!

You come for the story; you stay for the promise of rare and powerful loot. The *Diablo* franchise has long been about the quest for the ultimate weapon and the perfect set of armor. *Diablo III* takes this to a whole new level. Not only has the quantity and variety of loot been expanded, but a sophisticated crafting system and Auction House have opened the door for exciting new methods of acquiring that sought-after piece of loot.

The term "loot" loosely refers to anything that you can pick up in the game environment such as gold, weapons, armor, and potions. For the purpose of this discussion, we're primarily talking about weapons, armor, and accessories that can be equipped in the Inventory Panel.

Loot is primarily obtained through one of two ways: defeating enemies or interacting with clickable/smashable objects like barrels, chests, and corpses. Although gold (and health globes for that matter) can be picked up by simply running past them, you must click on equipment individually to add it to your inventory. You also must have room in the inventory for it to be placed. All pieces of equipment either take up one or two blocks within your inventory. Unwanted items can be sold to a vendor, salvaged for crafting materials (magic, rare, and legendary equipment only), or discarded. Click-and-drag an unwanted item from the inventory onto the ground to discard it.

Given the massive quantity of loot you'll find over the course of your adventure, it pays to learn early on what's worth picking up. This guide's Loot Management chapter contains a detailed analysis of every item in the game and what makes the different types special. But we've included a few basic tips in this chapter to get you started.



EQUIPMENT COLOR GRADES

Each piece of equipment that hits the ground is given a color-coded name. Although the name reveals a lot of information about the item's traits, its color immediately provides a general rating of its quality.

Gray: Common equipment bearing a negative quality trait is given a gray name (e.g., crude, broken, faulty). This stuff is generally not worth picking up unless you currently lack that category of armor. For example, if your Hero is still without footwear, any pair of boots is better than none at all.

White: A white label is assigned to common equipment that lacks any magical properties. White-labeled equipment should be collected while playing Act I, but can generally be ignored after that. Common equipment cannot be salvaged by the Blacksmith and is generally not worth the space it occupies in your inventory. If you have room and are heading back to town, then pick it up to sell. Otherwise, don't bother.

Blue: Equipment with at least one magical property is assigned the color blue. Always pick up this variety and compare it to the gear you're currently using. Also, magical equipment can be salvaged for crafting materials by the Blacksmith or sold for a decent sum of gold at any vendor.

Yellow: Rare equipment is yellow. These pieces always deserve comparison and consideration. They typically have higher base stats and a greater number of random properties. Rare equipment yields rare crafting materials when salvaged and can be sold for a small fortune at any vendor.

Orange: Legendary equipment is similar to rare equipment, but is not randomly generated. It has a unique name and specific, predetermined properties in addition to the random properties it might also have. Legendary equipment can be sold for a considerable amount of gold or salvaged for legendary crafting materials. Think long and hard about selling such a unique piece of gear to a vendor.

Green: Some Legendary equipment is part of a matching set. Acquiring a complete set of matching Legendary equipment grants a special bonus and is considered one of the crowning achievements in the life of a Diablo fan. These items are given a green name (on an orange background) and should never be sold or salvaged. Place them in your stash if you don't wish to use them or consider selling them in the Auction House.

ELEMENTALS AND STATUS EFFECTS

Many of the equipment and skills you will come to use inflict damage as one of the following six elemental properties: Fire, Cold, Lightning, Arcane, Holy, or Poison. Elementals do not counter one another (e.g., Fire does not inflict additional damage to Cold enemies), but rather add additional damage to all enemies.

There are a number of status effects in the game that both Heroes and enemies are capable of inflicting. Some are completely unique to specific creatures (these are covered in our Bestiary and Quest Guide where appropriate) and others that are far more common. Many of these may seem similar to one another at first glance, so read the descriptions carefully to understand their subtle differences. All status effects last for only a brief period in most cases.

Blind: Blinded enemies have stars over their heads, but can continue to walk. They will not attack unless provoked, as they are unaware of your location.

Confusion: Confusion causes enemies to lose track of friend and foe. Targets that are Confused may attack other foes.

Charmed: Charmed targets will switch allegiances and fight alongside the Hero against the other enemies for a short period. Attacking a Charmed enemy breaks the spell.

Chill: A Chilled enemy moves slowly, but can still move and attack.

Fear: Feared targets lose control and immediately run in the opposite direction of the attacker for a short period. They are unable to attack or change direction until the Fear ends.

Frozen: A Frozen enemy is encased in ice and is unable to move, attack, or cast spells until thawed.

Rooted: Rooted enemies maintain the ability to attack and cast spells, but are temporarily stuck in place.

Silenced: Silenced enemies cannot cast spells, but can move and attack with basic attacks.

Slow: Enemies that are Slowed simply move at a slower pace, making them more susceptible to follow-up attacks.

Stun: A Stunned target is identified by the stars over its head. They cannot move or attack.

YOUR STASH

The chest near the Slaughtered Calf Inn in New Tristram will travel with you not just from town to town, but across all the characters you create on your Battle.net account. The items you place in the stash, as with the gold in your inventory, are shared across all of your characters. This means that you can place class-specific weapons and armor into the stash while playing as one character, start a new character in another class, and retrieve it from the stash. This effectively allows you to put items aside for safe keeping (perfect if you don't yet meet the level requirement) and also share and trade items between multiple characters on your account.

EXPLORING THE MAP

The mini-map in the upper right-hand corner of the screen (press TAB to see a full-screen version) is revealed as you explore the area. It's often worthwhile to fully explore an area and reveal 100% of the map, not only to maximize your chance of stumbling upon an interesting sub-event, but also to ensure that you've encountered all enemies, had the chance to click on all available loot sources, and earned as much XP as you possibly can at that location. The mini-map will remain "painted-in" during your current session, but will revert to the undiscovered state if you leave the game and return to the same area later.

The name of the area you're currently traversing appears directly above the mini-map on the screen. Many areas contain multiple dungeons or small side-areas with their own unique names. Larger areas often fall under the umbrella of a larger regional name, as shown in the Waypoint locations list.

ENTERING BUILDINGS AND DUNGEONS

Click on the sparkling yellow glow to enter an area. This is your cue that a location can be accessed and explored. Blue glowing sparkles indicate optional side-areas (referred to as sub-events throughout our Quest Guide) such as the cellars and wells in the Old Tristram Road area.

The yellow glow emanating from Deckard Cain's house is your cue that it can be entered.

SHRINES

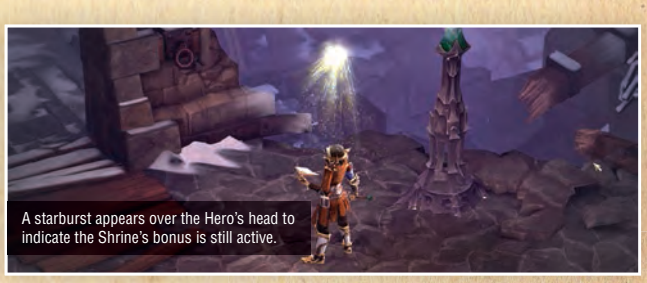
Healing Wells and Waypoints are two of the more helpful entities you'll encounter in the game. The third is a Shrine—tall statues that grant 120 seconds of a particular blessing (buff). There are four types of Shrines in the world, but they all look the same: ornate statues taller than the Hero with a gem-like point on top. Each Shrine's buff has a corresponding icon that will appear over the action bar. Mouse over it for a tool-tip and to see how much time remains on the blessing.

Protection Shrine: Damage taken reduced by 25%.

Fortune Shrine: +25% Magic and Gold find.

Frenzied Shrine: +25% Attack Speed.

Shrine of Enlightenment: +25% Experience from enemies.


A starburst appears over the Hero's head to indicate the Shrine's bonus is still active.

WAYPOINTS

Once you discover a Waypoint, you can teleport back to that area from *any* Waypoint. They exist in your town (each Act has a town or camp with a Waypoint) and also throughout many of the areas you visit. Waypoints are arranged within the Waypoint menu by region. For example, both the New Tristram and Old Ruins Waypoints fall under the "Tristram" heading. Although you will eventually possess the ability to summon a Town Portal on command, Waypoints serve as Checkpoints and offer the ability to travel instantly without having to channel the Town Portal.

STATS, FOLLOWERS, AND COOPERATIVE PLAY

The preceding information was presented to help first-time players to become familiar with how the game is played, and also how this guide can help. The remaining portion of this chapter provides a deeper understanding of the game's mechanics.

UNDERSTANDING ATTRIBUTES & STATS

The Hero/Inventory Panel contains information about more than just equipment and potions. It also has all of the data you can ever hope to learn about your Hero's many statistical ratings. The major attributes are shown alongside the equipment panel, but there's much more data beneath the Details button.

MAJOR ATTRIBUTES

Strength: This is the primary attribute for Barbarians. Increases to Strength correspond directly to an increase in overall Armor rating for all classes. Boosts in Strength increase damage by all Barbarian attacks.

Dexterity: This is the primary attribute for Demon Hunters and Monks. Increases in Dexterity correspond directly to an improved Dodge Chance for all classes, as well as increased damage for all Demon Hunter and Monk attacks.

Intelligence: This is the primary attribute for Witch Doctors and Wizards. Increases in Intelligence correspond to improved resistances for all classes and better damage for Witch Doctor and Wizard attacks.

Vitality: Determines the maximum amount of Life—if this value reaches zero, the Hero dies. Each additional point of Vitality increases maximum Life.

Armor: Equip the Hero with protective equipment, gems, and passive skills to increase the Armor rating. Armor reduces all damage from enemies by a set percentage, relative to the Hero's level.

DPS: An abbreviation for damage per second. This number reflects the amount of damage the Hero can inflict per second based on weapons, attributes, attack speed, critical hit chance, critical hit damage percentage, passive skills, and dual-wielding attack speed increases.

ADDITIONAL STATS

Press the Details button on the Inventory Panel to inspect the finer points of each major attribute. As the following descriptions show, each Hero has a multitude of ratings that affect how they perform in combat and exploration. You can mouse over any of the categories for a tooltip explanation of what it means. We elaborate on some of the broader concepts here.

OFFENSE

Damage Increased by Strength/Skills: This refers back to the class's primary attribute rating and its corresponding Damage Bonus. Increase the Damage Bonus by improving the Hero's primary attribute with equipment and gems and by utilizing appropriate passive skills.

Attacks per Second: One of the keys to inflicting greater damage per second (DPS) is to increase the number of attacks per second. This is based on weapon speed (smaller, lighter weapons tend to be quicker), but can also be increased through equipment and buffs.

Critical Hit Chance: Critical Hits deal 50.00% bonus damage, but don't come frequently. Increase the chance of landing a Critical Hit by using equipment and runes that focus on improving this fundamental aspect.

Critical Hit Damage: The amount of bonus damage inflicted during a Critical Hit, expressed as a percentage of base damage. This value begins at 50% and can be improved with runes, gem, and gear.

DEFENSE

Block Amount: The amount of damage prevented whenever an attack is blocked. The block amount can be increased by equipping a better shield.

Block Chance: The Hero will only block damage when a block occurs (just because the Hero may carry a shield doesn't guarantee this). Block chance indicates the likelihood of a block occurring each time the Hero is attacked. Increase the block chance with skills and items.

Dodge Chance: The Hero is also capable of completely dodging an enemy's attack, thereby avoiding all damage from the attack. Dodge Chance reflects the Hero's current percentage chance of a dodge occurring. Increase this rating by improving Dexterity and through the use of equipment and skills.

Damage Reduction: This value is a reflection of the Hero's Armor rating and reveals the current reduction in all damage received by attacks of an enemy of equal level to the Hero. The damage reduction percentage can be increased through Strength enhancements and with equipment and skills.

Resistances: The Hero can gain resistances to each of the five types of elemental damage by increasing the Intelligence attribute and equipping specific skills and items. Protection against Cold, Fire, Lightning, Poison, and Arcane/Holy damage can significantly reduce the damage incurred by a set percentage, based on the enemy's level relative to that of the Hero.

LIFE

Maximum Life: Life is what keeps the Hero alive and is represented by the large red orb in the bottom of the screen. The Hero dies if this Life orb runs dry. Increase the maximum amount of Life by raising the Vitality rating and equipping items and skills that boost Life.

Life Per Second: Heroes may recover Life automatically as they explore the world of Sanctuary. This "Life Regen" value is based on the skills and equipment being used. Heroes do not begin with any Life Regen.

Life Steal: With the right equipment and buffs, the Hero can steal Life from an enemy with each attack. This value indicates the percentage of damage inflicted by the Hero that is recovered as Life.

Life Per Kill: Similar to Life Steal, this bonus allows the Hero to recover a set amount of Life for each deadly blow delivered. Increase the Life Per Kill value with equipment and skills.

Life Per Hit: Even better than Life Per Kill, equipment and skills that grant Life Per Hit allow the Hero to recover Life every time an attack strikes an enemy.

RESOURCE

Maximum Resource: The maximum amount of the Hero's resource available. This value is determined by class and level and can be increased only through the use of very specific skills.

Resource Regenerated Per Second: The amount of resource regenerated every second. The Barbarian and Monk do not begin with any natural resource regeneration, but the other classes regenerate naturally. All classes can raise their resource regeneration with specific skills.

ADVENTURE

Movement Speed: Determines the speed at which the Hero moves relative to the standard rate of movement for that class. Movement speed can be increased through equipment and skills.

Gold Find: Use equipment and skills that increase the amount of gold dropped by monsters or found in chests and other environmental objects. This rating shows the percentage of gold increased above the base value.

Magic Find: This value indicates how more likely the Hero is to find a magical or rare item when opening a chest or killing an enemy. The chance of finding a magical item is dependent on Hero level and class of monster or object/chest, but it can be increased with equipment and skills.

FOLLOWERS

Your journey across Sanctuary doesn't need to be a solo affair. You'll encounter three Followers along the way who will be willing to accompany you if you so choose. These Followers (called Hirelings in previous *Diablo* games) are NPCs that not only assist in combat, but can level up, be given better equipment, and even learn skills! Of course, you don't need to enlist the help of a Follower if you don't want to, but we mention several key areas throughout our Quest Guide where one can certainly make a tough battle a little easier.

Some things to keep in mind about Followers:

- *Right-click the Follower icon in the upper-left corner of the screen to Talk, Hire, Dismiss, or Retrain them.*
- *Retraining a Follower doesn't come cheap, but it allows you to select new skills.*
- *You can hire only one Follower at a time. The others will wait for you at camp.*
- *Each Follower has a specific type of special accessory that can be equipped: Templar Relics, Scoundrel Tokens, and Enchantress Focuses.*
- *Followers won't die, but they will drop to a knee when drained of Life. They will automatically revive themselves after about 10 seconds.*
- *Whenever you hire a Follower, he/she will be one level below that of the Hero, but you will likely need to upgrade his/her equipment.*
- *Followers are healed by health globes that you pick up, but they cannot pick them up on their own. Followers earn XP for enemies they kill, but do not collect gold or pick up equipment.*

You'll be given 120 seconds to decide whether or not you want a Follower to join you.

The Followers travel with your caravan and can be equipped with special items unique to them.

Stats for all followers is dependent on the items that they are spawned with, which is random. The values listed here are based on Followers without any equipment.

TEMPLAR

The Templar is a melee combatant met in the Cathedral during Act 1. This Follower is an honorable knight of the church who is devoted to being your faithful ally. The Templar can heal the Hero in addition to performing several useful attacks and taunts.

Main-Hand Weaponry: 1-Handed Spears, 1-Handed Swords, 1-Handed Axes, 1-Handed Maces, Daggers

Second-Hand Weaponry: Shields

Accessories: Templar Relic can be slotted along with Amulet and Rings.

Encountered: Act 1, Reign of the Black King

LIKELY INITIAL LEVEL	ARMOR	DAMAGE	LIFE	RESISTANCES
7	37	6-8	303	None

Level 5 Skills

Heal: Heals you or the Templar for **Varying** Life. Cooldown is **30** seconds.

Intervene: Taunts enemies attacking the Hero for **3** seconds when the Hero is below **50%** health. Cooldown is **60** seconds.

Level 10 Skills

Loyalty: Regenerates **Varying** Life per second for you and the Templar.

Intimidate: Enemy units are slowed by **60%** for **3** seconds when they hit the Templar.

Level 15 Skills

Charge: Charges a target, dealing **50%** weapon damage and stunning all enemies within **8** yards for **2** seconds. Cooldown is **30** seconds.

Onslaught: Delivers a massive blow to an enemy for **200%** weapon damage. Cooldown: **30** seconds.

Level 20 Skills

Inspire: Increases resource generation for all allies that the Templar is following. Mana: 2 per second. Arcane Power: 0.5 per second. Hatred: 1 per second. Fury: 8% generated. Spirit: 12% generated.

Guardian: Rush to the aid of wounded ally, knocking back enemies within **15** yards and healing the wounded ally for **Varying** Life. Cooldown is **30** seconds.

SCOUNDREL

The Scoundrel wields two-handed ranged weapons and has a personality that's the polar opposite of the Templar. The Scoundrel is an excellent marksman that you'll meet in the Fields of Misery. His skills inflict considerable damage, but few will aid you directly like that of the Templar.

Weaponry: 2-Handed Crossbow or Bow

Accessories: Scoundrel Token can be slotted along with Amulet and Rings.

Encountered: Act 1, The Sword of the Stranger

LIKELY INITIAL LEVEL	ARMOR	DAMAGE	LIFE	RESISTANCES
8	17	11-12	293	None

Level 5 Skills

Crippling Shot: Ranged attack that slows the target by **60%** for **3** seconds. Cooldown is **6** seconds.

Poison Bolts: Ranged attack which deals **40%** weapon damage and an additional **40%** weapon damage as Poison over **3** seconds.

Level 10 Skills

Dirty Fighting: Blinds enemies in front of the Scoundrel for **3** seconds. Cooldown is **30** seconds.

Vanish: The Scoundrel vanishes in a cloud of smoke when injured, reappearing after **5** seconds. While vanished, he will heal himself for **Varying** Life. Cooldown is **30** seconds.

Level 15 Skills

Powered Shot: Powerful ranged attack that explodes on impact, dealing **25%** weapon damage as Arcane to targets within **6** yards. Has a **50%** chance to stun them for **2** seconds.

Multishot: The Scoundrel's ranged attacks fire **3** bolts at a time.

Level 20 Skills

Hysteria: Whenever you or the Scoundrel land a critical hit, you both will go into hysterics, increasing all damage done by **10%** for **3** seconds. This effect cannot occur more than once every **6** seconds.

Anatomy: Increases Critical Hit Chance by **3%** for the Scoundrel and his allies.

ENCHANTRESS

The Enchantress is as naïve as she is powerful, but her innocence of the world around her is not a limitation. The Enchantress is encountered near the entrance to the Sundered Canyon and she'll happily accompany you through the Stinging Winds. She has access to several powerful attacks, as well as buffs that serve to protect the Hero and allies.

Weaponry: Staves, 2-Handed Wands, 2-Handed Axes, 2-Handed Swords, 2-Handed Maces
She may also wield the 1-handed versions of these weapons, but cannot slot an offhand weapon.

Accessories: Enchantment Focus can be slotted, along with Amulet and Rings.

Encountered: Act 2, Beneath the Burning Sands

LIKELY INITIAL LEVEL	ARMOR	DAMAGE	LIFE	RESISTANCES
13	22	2-4	422	None

Level 15 Skills

Charm: Charms an enemy to fight for you for 4 seconds. Cooldown is 25 seconds.

Forceful Push: Summon an Arcane explosion for 8 yards around an enemy, dealing 100% weapon damage as Arcane damage and knocking back all monsters caught within it. Cooldown is 10 seconds.

Level 20 Skills

Reflect Missiles: Place a shield on the Enchantress and her allies that reflects incoming projectiles for 5 seconds. Cooldown is 20 seconds.

Powered Armor: Enchantress buffs herself and her allies, increasing Armor by 15%. Attackers are slowed by 30% for 3 seconds.

Level 25 Skills

Erosion: Conjures a pool of energy that deals 50% weapon damage as Arcane per second. Affected enemies take an extra 15% damage from all attacks for 3 seconds. Cooldown is 15 seconds.

Disorient: Cast a flash of confusion on a group of enemies in an area, causing them to stumble around disoriented for 2 seconds. Cooldown is 45 seconds.

Level 30 Skills

Focused Mind: An aura that increases attack speed by 3% for allies within 40 yards.

Mass Control: The Enchantress lobs a bulb of magical energy at the player that will hex all enemies within 15 yards into chickens for 5 seconds. Hexed enemies are unable to perform offensive actions. Cooldown is 60 seconds.

COOPERATIVE PLAY

Followers aren't the only option for sharing the experience with others on your adventure, as *Diablo III* can be played with up to three additional players. Adding players increases the difficulty, but not so much as to make it *more* difficult than playing alone. This is especially true on Inferno difficulty, which is designed to be extremely difficult for a solo player.

Your personal Banner can be customized a number of different ways. Many more sigils, patterns, and shapes become unlocked as you earn Achievements.

There is not a perfect way to play cooperatively, as skill selection and battle tactics have to fit each player's style, as well as the group dynamic. Nevertheless, we've made sure to include tips and suggestions for cooperative play throughout this strategy guide. Cooperative play has several key benefits with none of the negatives that people may remember from past experiences.

- *Gold and loot drops all occur client-side, thus removing the worry of having another player steal the loot you fought hard to earn. Items dropped from a monster or chest are yours and yours alone. Other players will see a wholly different set of loot.*
- *Items you remove from your inventory and drop on the ground exist server-side and can be picked up by anyone. Use this ability to pool resources, trade items, and better outfit one another.*
- *It pays to coordinate skills and play styles to complement one another instead of duplicating each other's efforts.*
- *Communicate! Let your allies know if you've been downed, are heading back to Town, or if you're waiting for a skill to cooldown or are in need of a potion.*
- *Work together to gang up on enemies. Lone wolves tend to get themselves killed. Remember that the game scales in difficulty based on the number of players in the game.*
- *Each player's custom Banner will be positioned near the Waypoint in town. Click an ally's Banner to instantly teleport to their position.*
- *Revive one another! Not only does this save a player from a lengthy respawn timer from dying multiple times in succession, but it also keeps them in the battle without having to return.*
- *Call out targets, coordinate skill attacks, and remember your strengths and share them with the team. It's equally important to coordinate trips back to town for crafting and gathering supplies.*

BARBARIAN

I tire of the empty battles I once craved. I wander, outcast, while my tribe curses the gods who abandoned us. Our home is in ruins, yet I stand firm.

Six days ago, the falling star struck the town of Tristram. The dead rose in its wake. What evil is this? Could it be what I have sought these long years? A foe worthy of my blade?

This stoic warrior uses tremendous physical strength to crush foes.

- The Barbarian moves aggressively, unleashing a multitude of attacks on enemies.
- Tough and unyielding, Barbarians tower above other warriors, using their rage and physical ability to crush their enemies in close quarters. Their primary attribute is Strength.
- Fury drives the Barbarian's assaults and is generated in the thick of combat by dealing and receiving damage.

HEROIC GROWTH

The Barbarian utilizes brute strength and the natural protection of muscular form in battle. Naturally drawn to close-quarters combat, the Barbarian has less need for the demands of a higher Dexterity rating than some of the other Heroes. A higher Vitality attribute helps to keep the Barbarian alive long enough to land the additional blows needed to make up for the class's reduced dodge chance and low resistances.

THE BARBARIAN GROWS STRONGER

Attribute	Base Rating at Level 1	Initial Value	Rating Increase per Level	Base Rating at Level 60
Strength*	10	10.00% Damage Bonus for Barbarians. Increases armor by 10.	+3	187
Dexterity	8	Increases dodge chance by 0.80%.	+1	67
Intelligence	8	Increases resistances by 0.8.	+1	67
Vitality	9	130 Life.	+2	127

**Indicates primary attribute for this class.*

EQUIPPED FOR BATTLE

WEAPONRY

Special: 1H Mighty Weapon, 2H Mighty Weapon

The name alone says it all—*Barbarian*. The mind fills with images of a hulking brute standing tall in the face of danger, his right hand clutching any manner of bladed instrument, his left hoisting a heavy shield. The Barbarian class is as timeless as *Diablo* itself—and so is his style of combat.

Like most warriors who lived to see another day, the Barbarian can effectively wield virtually any melee weapon and dual-wield most combinations, as well. Of course, there are trade-offs to consider when choosing how to equip your Barbarian. We recommend opting for the weapon that yields the highest damage-per-second (dps) rating possible early on, whether it be two one-handed swords or a single two-handed axe or blade. Swap these weapons out with more powerful ones as they become available until you either find yourself needing to increase the Hero's armor rating or acquire a shield that is simply too powerful to leave unused.

Unlike some of the other classes, the Barbarian's class-specific weapons—the mighty weapons—tend not to be accessible until the Hero has reached level 6 or higher. Mighty weapons often carry a number of additional properties that make them worth wielding. They bring out the best in the Barbarian.

ARMOR STYLES

The Barbarian's armor addresses the needs of a muscular melee combatant. It focuses on protecting the wearer's vital organs and limbs above all else. After all, a Barbarian is only as strong as the arm that wields the sword. Early Barbarian armor affords little coverage of the abdominal region or legs, instead seeking to protect heart, lungs, and arms. Advanced armor styles cover more of the body in piecemeal fashion, but it is not until Barbarians reach a much higher level and near the completion of their quest that they gain access to head-to-toe coverings. Barbarians prize intimidation over fashion and any adornments and flourishes added are done so for the sole purpose of striking fear in the heart of the opponent.

About Armor Styles

The following armor appearances serve merely to illustrate what a prototypical Hero *might* look like at any given level. In reality, the Hero will likely possess multiple styles of armor simultaneously, therefore having a far more unique appearance that blends two or more of the styles displayed here. And upon considering the numerous colors of dyes that are available, it is unlikely that any two Heroes of the same class will look identical.

The Barbarian is unprotected from the elements and enemy attacks alike as the Hero first approaches New Tristram.

Early armor is primitive and consists of little more than cloth and fur, leaving much of the Hero exposed (levels 1-6).

Quilted and woven padding is added to protect the shoulder, head, and forearms (levels 7-13).

Leather adds enhanced protection, while spikes and horns increase the Barbarian's ability to intimidate (levels 14-19).

Chainmail and armor plating protect the Barbarian's vitals and cover much more of the Hero's body (levels 20-24).

Finer quality metal is fabricated into splint and Brigandine style equipment (levels 25-28).

Quality metals and craftsmanship create the Hero's final armor style in Normal difficulty (levels 29-31).

SKILLS & RUNES

The Barbarian's skills are primarily offensive in nature and designed to increase the amount of damage he can inflict on as many enemies as possible. The Barbarian makes his living with close-range combat, but skills such as Weapon Throw and Ancient Spear grant him the ability to launch a ranged attack. Seismic Slam is perhaps the Barbarian's greatest ranged attack, enabling him to damage many enemies at considerable range.

Whereas most other classes have active skills that grant protective auras and healing capabilities in the traditional RPG sense, the Barbarian has neither. Threatening Shout, Ignore Pain, and War Cry are the closest thing the Barbarian has to skills that focus on self-preservation. Players will need to turn to the Barbarian's passive skills when looking for more protection. Better still, focus on equipping armor and runes that provide large Vitality boosts.

Resource: Fury

The Barbarian's skills are fueled by Fury, a resource that ebbs and flows with the rising temper of the Barbarian. He generates 4 Fury by performing standard weapon attacks and 3 or more through the use of skills such as Bash and Ground Stomp. The Barbarian can accumulate a maximum of 100 Fury; however, Fury should not be saved for later. Unlike the other Heroes' resources, Fury gradually drains over time, making it the only resource with a use-it-or-lose-it quality. Fortunately, the passive skill Unforgiving can be assigned to reverse this flow of Fury, granting the Barbarian the ability to slowly generate Fury over time without the need to be in combat. However, this skill is not unlocked until the Hero reaches level 55.

PASSIVE SKILLS

The first passive skill slot unlocks at level 10. Subsequent slots unlock at levels 20 and 30. Once chosen, the following skills contribute to the Hero's strength and abilities in the background, requiring no further player input or resource. Consider your playing style and current assortment of active skills when choosing which passive skills to activate.

ACTIVE SKILL: MOUSE SKILLS: PRIMARY

BASH

UNLOCKED lvl 1

Brutally smash an enemy for **150%** *weapon damage with a* **20%** *chance for Knockback.*
- Generates **6** Fury per attack.

Bash is available at the start of the Barbarian's quest and is a great alternative to a basic melee attack—there is no cooldown and it generates Fury with each swing. The Barbarian winds up and unleashes a mighty backhand swing of his right-hand weapon that inflicts heavy damage to the enemy directly in front of him. The chance to knock the enemy back not only helps create some breathing room, but also makes this an excellent attack to pair with skills that strike from a slightly greater range, such as Hammer of the Ancients or Leap Attack.

RUNES

Bash is a useful skill early in the Barbarian's quest as it affords the Hero the chance to deal greater damage *and* gain Fury at the same time. There are many other skills that can inflict heavy damage, but most consume the Barbarian's resource or have a cooldown period. **Clobber's** ability to Stun the target can prove particularly helpful in later Acts. Clobber a Rare to Stun it while you deal with its Minions. **Punish** is very helpful against both single-target threats, as well as large groups of enemies, particularly on the higher difficulty settings. Consider opting for **Instigation** to maximize the Fury gained from this attack, while settling for the base 150% weapon damage and 20% Knockback chance.

Clobber
Unlocked: Level 6
Instead of Knockback, each hit has a **20%** chance to Stun the target for **3** seconds.

Onslaught
Unlocked: Level 13
Add **2** reverberations that cause **22%** weapon damage per strike. Removes the chance for Knockback.

Punish
Unlocked: Level 26
Each attack increases the damage of all of your skills by **6%** for **5** seconds. This effect stacks up to **3** times.

Instigation
Unlocked: Level 44
Generate **6** additional Fury per attack.

Pulverize
Unlocked: Level 52
Causes a shockwave that inflicts **38%** weapon damage to enemies in a **26** yard line behind the targeted enemy.

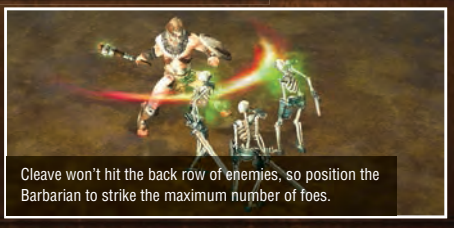
ACTIVE SKILL: MOUSE SKILLS: PRIMARY

CLEAVE

UNLOCKED lvl 3

Swing your weapon in a wide arc to deal **120%** *weapon damage to all enemies caught in the swing.*
- Generates **5** Fury per attack

The basic Cleave attack essentially replaces the Bash skill in the Barbarian's repertoire. Although it generates one fewer Fury per attack and strikes with slightly less damage, the attack is swung much wider than Bash. Cleave can inflict its damage to numerous enemies. All enemies in a roughly 160-degree arc receive the full impact of the attack.



Cleave won't hit the back row of enemies, so position the Barbarian to strike the maximum number of foes.

RUNES

Players typically opt for Cleave over Bash because they want to hit multiple enemies per swing, a feat made easier with **Rupture**. Rupture causes victims slain by Cleave to explode and damage all enemies within 8 yards, greatly expanding the base attack's reach! Players with a very high Critical Hit Chance can use **Scattering Blast** to gain a valuable method of crowd control. Those seeking pure DPS for single-target situations should consider **Broad Sweep**; being able to control the movement of enemies is extremely important on higher difficulties, particularly against packs of Champion and Rare enemies. **Gathering Storm** temporarily slows the movement of all enemies struck by the Cleave swing.

Rupture
Unlocked: Level 9
Enemies slain by Cleave explode, causing **85%** weapon damage to all other enemies within **8** yards.

Reaping Swing
Unlocked: Level 18
Generate **3** additional Fury per enemy hit.

Scattering Blast
Unlocked: Level 30
On Critical Hits, knock enemies back **9** yards and inflict **60%** weapon damage to enemies where they land.

Broad Sweep
Unlocked: Level 47
Increase damage to **156%** weapon damage to enemies caught in the swing.

Gathering Storm
Unlocked: Level 55
Enemies cleaved have their movement speed reduced by **80%** for **1** second(s).

ACTIVE SKILL: MOUSE SKILLS: PRIMARY

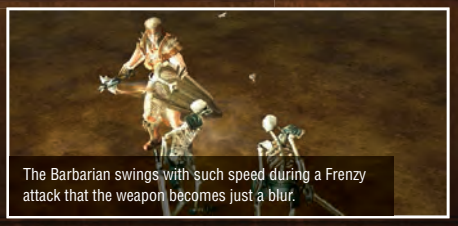
FRENZY

UNLOCKED lvl 11

Swing for **110%** *weapon damage. Frenzy attack speed increases by* **15%** *with each swing. This effect can stack up to* **5** *times for a total bonus of* **75%** *attack speed.*

- Generates **3** Fury per attack

This skill's ability to stack five times for a massive 75% increase in attack speed easily offsets the drop in weapon damage compared to Bash and Cleave. Deploy the Frenzy attack over and over as fast as you can to mercilessly slash at the enemy, all the while generating 3 Fury per swing. This is a great technique to employ while waiting for a more powerful skill to cooldown, especially when fighting a single, powerful foe.



The Barbarian swings with such speed during a Frenzy attack that the weapon becomes just a blur.

RUNES

Many of Frenzy's corresponding runes carry an entertaining element of chance that may be appealing to your style of play and current difficulty level. **Triumph** heals you for a sizable percentage of your maximum Life whenever Frenzy kills an enemy—continue slashing away until the enemy is dead to guarantee some healing. Triumph is very useful whenever soloing, and the higher your Vitality rating, the more health you're healed! **Maniac** is perfect for those focused on all-out aggression and a high DPS by adding a stackable boost to your weapon damage. **Sidearm** yields a one-in-four chance to throw a piercing axe at a nearby enemy that strikes all foes in its path, adding an element of surprise AOE damage to a skill that is primarily geared toward single foes. **Relentless** yields a boost to the Barbarian's movement speed. This mid-level rune is instrumental in allowing the Barbarian to employ hit-and-run tactics against boss enemies.

Sidearm

Unlocked: Level 17
Each strike has a **25%** chance to throw a piercing axe at a nearby enemy that deals **110%** weapon damage to all enemies in its path.

Triumph

Unlocked: Level 22
Killing an enemy with Frenzy heals you for **8%** of your maximum Life over **6** seconds.

Relentless

Unlocked: Level 34
While under the effects of Frenzy, you gain **15%** increased movement speed.

Smite

Unlocked: Level 51
Add a **20%** chance to call down a bolt of lightning from above, stunning your target for **2** seconds.

Maniac

Unlocked: Level 59
Each Frenzy effect also increases your damage by **4%**.

ACTIVE SKILL: MOUSE SKILLS: SECONDARY

HAMMER OF THE ANCIENTS

UNLOCKED lvl 2

Call forth a massive hammer to smash enemies directly in front of you for **200%** *weapon damage. Hammer of the Ancients has a* **5%** *increased chance to critical hit.*

- Costs **20** Fury

Despite the low level at which it unlocks, Hammer of the Ancients is a powerful skill that many Barbarians will continue to use deep into the adventure. The relatively low Fury cost and lack of cooldown makes this a perfect skill to deploy in quick succession against tightly spaced enemies or single foes with a large health pool. Later, once you gain level 4, perform Ground Stomp to stun the enemies and gain Fury, hit the weaker foes with basic attacks to accumulate a little more Fury, then target the tougher monsters with two quick Hammer of the Ancients strikes to inflict a total in excess of 500% weapon damage.

The Hammer of the Ancients strikes about one yard in front of the Hero and can damage multiple enemies.

RUNES

Rolling Thunder significantly increases the skill's AOE damage and makes it a top choice against large groups of enemies, particularly on Normal difficulty. Swap in the **Smash** rune when preparing for a boss battle to gain a tremendous boost to attack damage at the point of impact. This is especially useful against enemies that don't spawn in many minions. **The Devil's Anvil** and **Thunderstrike** are both beneficial when crowd-control is your top priority. Consider using either of these runes when playing cooperatively with a Demon Hunter or Monk on Hell or Inferno difficulty. Barbarians boasting a high Critical Hit Chance but limited Vitality and attempting to solo higher difficulties should consider using the **Birthright** rune to boost their survivability.

Rolling Thunder

Unlocked: Level 7
Create a shockwave that deals **155%** weapon damage to all enemies within **22** yards in front of you.

Smash

Unlocked: Level 15
Strike a smaller area for **270%** weapon damage.

The Devil's Anvil

Unlocked: Level 27
Create a tremor at the point of impact for **2** seconds that slows the movement speed of enemies by **60%**.

Thunderstrike

Unlocked: Level 39
Whenever you kill an enemy with Hammer of the Ancients, every other enemy within **10** yards is stunned for **3** seconds.

Birthright

Unlocked: Level 55
Critical Hits have a **10%** chance to cause enemies to drop treasure or health globes.

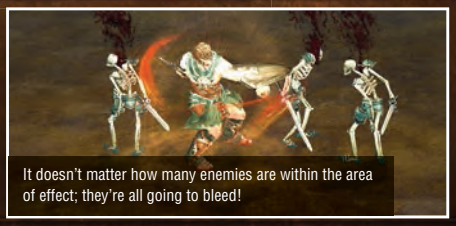
ACTIVE SKILL: MOUSE SKILLS: SECONDARY

REND

UNLOCKED lvl 5

A sweeping strike causes all nearby enemies to bleed for **210%** *weapon damage as Physical over* **3** *seconds.*
- Costs **20** Fury

Rend is perfect for dealing recurring damage over time to multiple enemies. In short, the Barbarian slashes in all directions, inflicting deep wounds to every monster within approximately 9 yards. The gushing blood is your signal that these foes are continuing to suffer continuous weapon damage every second. The speed of the attack combined with the lack of cooldown and relatively low Fury cost make this an excellent skill to use against large mobs, particularly if you have lightweight, fast attacking weapons with high DPS. Slash at the enemies with Cleave, then perform Rend to watch them bleed out while you move on to safety or assail another nearby group.



It doesn't matter how many enemies are within the area of effect; they're all going to bleed!

RUNES

Each of Rend's available runes provides a significant improvement to the base attack and is worth using as it unlocks. **Ravage**, which substantially increases the range of the base attack, is a high AOE attack that excels in large crowds. **Blood Lust** returns a portion of damage dealt as Life and can be a font of health for those with a very high DPS rating. **Lacerate** and **Mutilate** both increase the damage dealt to enemies struck by Rend. **Bloodbath** is tough to beat when striking out against large hordes of enemies on Hell and Inferno difficulty. Enemies killed while bleeding will cause all nearby foes to begin bleeding, an effect that chains continuously as long as there are enough enemies.

Ravage
Unlocked: Level 11
Increase the range of Rend to hit all enemies within **14** yards.

Blood Lust
Unlocked: Level 19
Gain **6%** of the damage done by **Rend** as Life.

Lacerate
Unlocked: Level 33
Increase damage to **271%** weapon damage as Physical every second for **3** seconds.

Mutilate
Unlocked: Level 45
Increase bleeding duration to **5** seconds.

Bloodbath
Unlocked: Level 56
Enemies killed while bleeding cause all foes within **10** yards to begin bleeding for **60%** weapon damage as Physical over **3** seconds.

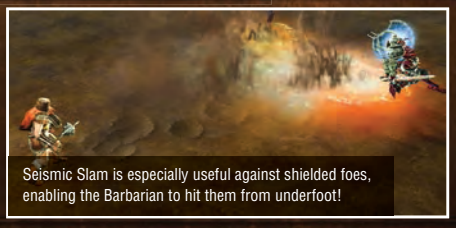
ACTIVE SKILL: MOUSE SKILLS: SECONDARY

SEISMIC SLAM

UNLOCKED lvl 12

Slam the ground to cause a wave of destruction that deals **155%** *weapon damage and knockback to targets in a* **45***-yard arc.*
- Costs **30** Fury

Approaching several enemies that are spread out in front of you? If so, this is the skill of choice! Seismic Slam deals considerable damage to all targets up to 45 yards in front of the Barbarian. The quake's waves gradually spread out as they travel away from the Hero, ensuring that even those enemies not directly in front get swept up in the tremor. The addition of knockback ensures that the Barbarian maintains a safe distance and buys adequate time to unleash a follow-up attack.



Seismic Slam is especially useful against shielded foes, enabling the Barbarian to hit them from underfoot!

RUNES

Seismic Slam is a potent AOE attack that blends moderate damage with knockback. **Stagger** amplifies the skill's utility as a crowd control attack by adding a chance to briefly stun enemies. **Shattered Ground** provides a dramatic boost to both the DPS and knockback aspects of the skill, making it a valuable rune for even the highest difficulties. **Rumble** inflicts additional damage after the initial strike, which may just be enough to soften up a group of enemies while you flee to recover. **Cracking Rift** concentrates the attack along a lengthy, narrow path. This is an excellent choice when fighting through narrow corridors or tackling a boss enemy.

Stagger
Unlocked: Level 18
Add a **70%** chance of stunning enemies for **1.5** seconds.

Shattered Ground
Unlocked: Level 25
Increase damage to **202%** weapon damage and boost the knockback by **100%**.

Rumble
Unlocked: Level 37
The ground continues to shake after the initial strike, damaging enemies in the area for **30%** weapon damage.

Strength from Earth
Unlocked: Level 48
Reduced Fury cost to **15** Fury.

Cracking Rift
Unlocked: Level 57
Focus the seismic shockwaves along a narrow path to inflict **255%** weapon damage to targets along a **42**-yard path.

ACTIVE SKILL: MOUSE SKILLS: SECONDARY

WHIRLWIND

UNLOCKED lvl 20

Deliver multiple attacks to everything in your path for **100%** *weapon damage.*
- Costs **16** Fury.

Build up the Barbarian's Fury pool and unleash him like a spinning top into a mob of hellspawn with Whirlwind. The skill drains Fury at a rate of 16 per second, but can be extended for as long as you continue to hold the secondary mouse button or until Fury runs dry. Steer the Barbarian as he spins and slashes his way through the enemy horde. Guide him in a close-range orbit around tougher foes to slice them repeatedly for solid damage. Pair Whirlwind with the Relentless passive skill to give yourself a method of escape when low on Life and Fury.

Whirlwind slashes through enemy defenses and is just as useful against multiple foes as it is loners.

RUNES

The **Dust Devils** rune increases the AOE damage of Whirlwind through the generation of tornadoes that travel along a random path and inflict damage to enemies beyond the Barbarian's reach. **Blood Funnel** is perfect for Barbarians with a very high Critical Hit Chance as it helps to restore a small percentage of Life with every Critical Hit. **Wind Shear** returns Fury with each hit and makes it possible to maintain a lengthy Whirlwind attack (hold the key), especially when paired with the Unforgiving passive skill. **Volcanic Eruption** increases the damage of the skill by transforming the basic melee attack so that a torrent of magma streams from the Barbarian as he spins.

Dust Devils
Unlocked: Level 24
Generate violent tornadoes that inflict **40%** weapon damage to enemies in their path.

Hurricane
Unlocked: Level 29
Increase your movement speed during Whirlwind to your full run speed.

Blood Funnel
Unlocked: Level 37
Critical strikes restore **0.5%** of your maximum Life.

Wind Shear
Unlocked: Level 44
Every enemy hit returns **1** Fury.

Volcanic Eruption
Unlocked: Level 59
Turns Whirlwind into a torrent of magma that inflicts **130%** weapon damage.

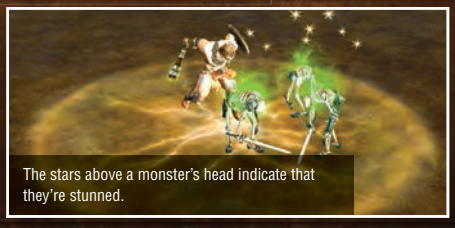
ACTION BAR SKILLS (#1): DEFENSIVE

GROUND STOMP

UNLOCKED lvl 4

Smash the ground, stunning all enemies within **12** *yards for* **4** *seconds.*
- Generates **15** Fury
- Cooldown **12** seconds.

Ground Stomp is an excellent skill to use when facing a large number of enemies, especially when you need to buy yourself a little time. Although its rune-less form doesn't inflict any damage, it impacts all enemies within the specified radius simultaneously and has a 100% chance to stun. Perform Ground Stomp in the thick of the enemy throng, then move to the perimeter of the group and launch your follow-up attacks. Ground Stomp is an ideal way to generate Fury at low levels, and the cooldown period in no way detracts from the skill's usefulness.



The stars above a monster's head indicate that they're stunned.

RUNES

Ground Stomp is the Barbarian's primary enemy-control skill and each of the runes can be used to boost the effects. **Deafening Crash** slows affected enemies for several seconds after the stun effects wear off, thus yielding a total of 7 seconds of movement control! **Wrenching Smash** is ideal for battling numerous enemies in open spaces, as it draws enemies in before impact and doubles the AOE radius. **Trembling Stomp** adds weapon damage to the skill, but not necessarily enough to outweigh the increased movement control of the other runes. Consider using Trembling Stomp in narrower areas or when you have companions who either want to focus on pure DPS or have other movement control skills. **Avalanche** knocks back foes and deals weapon damage to enemies in the area where they land—this is a great rune to slot when you are focused on survivability as it instantly creates breathing room for a cornered Barbarian.

Deafening Crash
Unlocked: Level 12
Enemies in the area have their movement speed slowed by **60%** for **3** seconds after they recover from being stunned.

Wrenching Smash
Unlocked: Level 18
Increase the area of effect to **24** yards. Enemies are pulled closer before the strike lands.

Trembling Stomp
Unlocked: Level 28
Enemies in the area also take **76%** weapon damage.

Foot of the Mountain
Unlocked: Level 40
Increase Fury gained to **30**.

Avalanche
Unlocked: Level 54
Knock back targets **12** yards and inflict **55%** weapon damage to enemies in the landing area.

ACTION BAR SKILLS (#1): DEFENSIVE

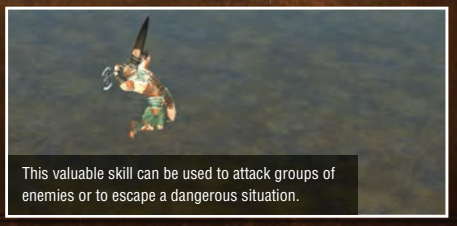
LEAP

UNLOCKED lvl 8

"Leap into the air, dealing **85%** *weapon damage to all enemies within 8 yards of your destination and slowing their movement speed by* **60%** *for* **3** *seconds.*

- Generates **15** Fury
- Cooldown **10** seconds

The Barbarian's bulky frame and heavy armor do little to impede the Hero's leaping ability. The Barbarian can quickly vault high into the air and strike the ground with a force powerful enough to inflict 85% damage on all enemies nearby. Not only can this skill be used to rapidly close the gap on a distant cluster of foes, but it can also be used to escape a dire situation. Leap needn't only be used for offense—use this skill to bound over a suffocating mass of enemies to freedom. Leap can be used to generate Fury (must strike an enemy), but the cooldown period limits its effectiveness as a pure Fury generating skill.



This valuable skill can be used to attack groups of enemies or to escape a dangerous situation.

RUNES

Leap Attack is unique in that it can be used to both launch the Barbarian into the fray and also provide him with a means of escape. When slotting a rune, consider whether you're playing alone or cooperatively. In the former situation, you'll be using it primarily as a means of escape; while in the latter case, it can help you in traditional Barbarian "tanking" duty. **Death From Above** actually aids both uses as it stuns those enemies around the landing area. **Call of Arreat** draws enemies toward the Barbarian upon landing the attack and can be used to rescue an overwhelmed teammate (or maximize the payoff for a follow-up AOE attack). Leap into the thick of the action with **Toppling Impact** slotted to send enemies crashing into one another, leaving a nice clear space in which to operate. **Iron Impact** is an excellent rune for solo players and tanking co-op players. Use its tremendous Armor boost to ensure a safe escape when fleeing a sticky situation, or to absorb enemy attacks while your ranged companions attack from afar.

Iron Impact

Unlocked: Level 14
Gain **300%** additional Armor for **4** seconds after landing.

Launch

Unlocked: Level 21
Jump into the air with such great force that enemies within **8** yards from the origin of the jump are also slowed by **60%** for 3 seconds.

Toppling Impact

Unlocked: Level 32
Send enemies hurtling **20** yards into other nearby foes, who suffer **15%** weapon damage and are pushed back in a chain up to **2** times.

Call of Arreat

Unlocked: Level 44
Shockwaves burst forth from the ground, increasing the radius of effect to **16** yards and pulling affected enemies toward you.

Death From Above

Unlocked: Level 60
Land with such force that enemies have a **100%** chance to be stunned for **3** seconds.

ACTION BAR SKILLS (#1): DEFENSIVE

SPRINT

UNLOCKED lvl 16

Increase movement speed by **40%** *for* **3** *seconds.*

- Costs **20** Fury

Enemies can't hit what they can't catch! Use Sprint to escape devastating enemies and quickly flee to Healing Wells or the safety of your allies when necessary. The Barbarian may not look like a fast mover, but he can outrun all but the fastest of foes with the Sprint ability. Activate the skill for an unimpeded four seconds of increased movement speed (though he can be stunned). This can also come in handy when chasing after a pesky Treasure Goblin!

The red glow behind the Barbarian is your cue that the Sprint effect is still active.

RUNES

There are unique options to consider when selecting a rune for Sprint. **Rush** enhances the skill's suitability as an escape mechanism by increasing dodge chance during the Sprint. Dash away from your enemies with **Run Like the Wind** slotted to leave a trail of tornadoes in your wake. **Gangway** turns Sprint into a skill approaching the Monk's Tempest Rush, knocking enemies back and dealing moderate damage in the process. Lastly, **Forced March** is the ideal rune to slot during co-op play, particularly if you're playing with other Barbarians or a Monk as it increases the movement speed of nearby allies. This is particularly helpful for enemies engaging in hit-and-run tactics.

Rush

Unlocked: Level 23
Increase dodge chance by **12%** while sprinting.

Run Like the Wind

Unlocked: Level 29
Tornadoes rage in the wake of the Sprint, each one inflicting **60%** weapon damage.

Marathon

Unlocked: Level 38
Increase the movement speed bonus to **50%** for **5** seconds.

Gangway

Unlocked: Level 46
Slam through enemies, knocking them back and inflicting **25%** weapon damage.

Forced March

Unlocked: Level 53
Increase the movement speed of allies within **50** yards by **20%** for **3** seconds.

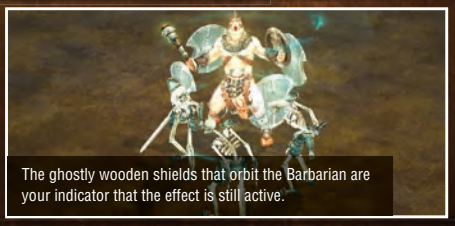
ACTION BAR SKILLS (#1): DEFENSIVE

IGNORE PAIN

UNLOCKED lvl 22

Reduce all damage taken by **65%** *for* **5** *seconds.*
- Cooldown **30** seconds

Stuck in a tough fight and running low on Health Potions? Ignore Pain can be the difference between surviving a perilous encounter and winding up dead. The three seconds the effect lasts may not sound like much, but it's often long enough to withstand the enemy's best shot and help you get to that next Health Globe or stay alive until your Health Potion cooldown is over. Ignore Pain has no Fury cost, but does have a moderately long cooldown. Save it for when you really need it, and not a moment sooner!



The ghostly wooden shields that orbit the Barbarian are your indicator that the effect is still active.

RUNES

Ignore Pain serves an important role for the Barbarian, a veritable escape hatch through which he can elude what may otherwise be certain death. **Iron Hide** nearly doubles the effect's duration and really comes in handy when confronting packs of Champion and Rare enemies. Slot **Ignorance is Bliss** and quickly perform powerful attacks such as Earthquake or Seismic Slam while Ignore Pain is active to recover a portion of the damage dealt as Life. This pairing allows the Barbarian to protect, heal, and attack himself all at once. **Mob Rule** is worth slotting when playing alongside another front-line combatant such as the Templar, a Monk, or another Barbarian. **Contempt for Weakness** reflects half of the ignored damage back at the enemy and is particularly useful in crowds when individual attacks are much harder to maneuver around than those of single targets or boss enemies.

Bravado
Unlocked: Level 26
When activated, knockback all enemies within **12** yards and deal **50%** weapon damage to them.

Iron Hide
Unlocked: Level 31
Increase duration to **7** seconds.

Ignorance is Bliss
Unlocked: Level 36
While Ignore Pain is active, gain **20%** of all damage dealt as Life.

Mob Rule
Unlocked: Level 43
Extend the effect to nearby allies, reducing damage taken by **65%** for **3** seconds.

Contempt for Weakness
Unlocked: Level 58
Reflect **50%** of ignored damage back at the enemy.

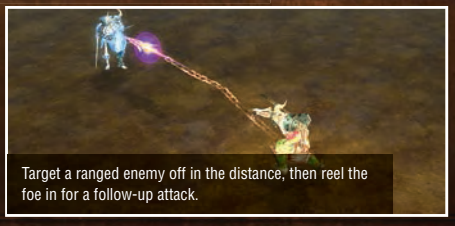
ACTION BAR SKILLS (#2): MIGHT

ANCIENT SPEAR

UNLOCKED lvl 9

Throw a spear to pull an enemy back toward you, briefly slowing the target's movement by **60%** *and dealing* **185%** *weapon damage.*
- Generates **15** Fury
- Cooldown 10 seconds

Ancient Spear allows the Barbarian to toss a magical spear that not only damages the enemy, but also pulls it back toward the Barbarian's position and slows its movement. This is a valuable ability when you're trying to maintain a specific position, whether it's within an ally's aura or a tactically advantageous location. Perhaps the best part of Ancient Spear is that it generates 15 Fury. Use it to retrieve a distant enemy, then strike with a powerful follow-up skill, such as Hammer of the Ancients or Rend. This is particularly useful against summoners and other enemies that try to keep their distance.



Target a ranged enemy off in the distance, then reel the foe in for a follow-up attack.

RUNES

Grappling Hooks allows the Barbarian to pull three enemies back at once and is useful against groups of ranged enemies, or when needing to quickly yank several enemies away from a Demon Hunter, Witch Doctor, or Wizard companion. **Dread Spear** is another rune that can be slotted to boost the Barbarian's self-reliance. With Dread Spear slotted, the more damage the Barbarian inflicts, the more Life he is returned! **Harpoon** makes it possible to draw multiple foes toward the Barbarian with a single spear. This is particularly useful when enemies are funneling through a narrow chokepoint and you want to make sure some enemies block the opening before a tougher foe enters. **Rage Flip** is extremely helpful on Inferno mode, especially when trying to keep a single tough monster at a distance while you deal with lesser adversaries. Rage Flip deals heavy damage and pulls the targeted enemy *away* from the Barbarian!

Grappling Hooks
Unlocked: Level 15
Throw **3** spears. Each one pulls back the enemy it hits.

Skirmish
Unlocked: Level 23
Increases Fury gained to **30**.

Dread Spear
Unlocked: Level 32
Gain Life equal to **60%** of the damage inflicted.

Harpoon
Unlocked: Level 39
Pierce through multiple enemies in a straight line and drag them all back.

Rage Flip
Unlocked: Level 49
Enemies hit with Ancient Spear are pulled in the opposite direction and damage is increased to **213%** weapon damage.

ACTION BAR SKILLS (#2): MIGHT

REVENGE

UNLOCKED lvl 13

Inflict **220%** *weapon damage to all nearby enemies. You heal* **5.0%** *of your maximum Life for each enemy hit. Revenge has a* **15%** *chance to become active each time you are hit.*

Revenge neither requires nor generates Fury and it has no cooldown. Instead, this powerful skill has a 15% chance of becoming active each time the Barbarian is struck by an enemy. Revenge can be a true lifesaver in tough battles against large numbers of enemies, not only for the extra damage the attack inflicts, but also for the 5.0% Life gained for each foe hit when you unleash the attack. The downside to this is that players must pay close attention to the action bar to see when it becomes active. This is a very valuable skill when taking on the hordes of hellspawn on Hell and Inferno difficulties!

The Barbarian whirls around quickly and strikes all enemies within 8 yards for 220% weapon damage.

RUNES

Vengeance is Mine extends the Barbarian's survivability when wading into the thick of an enemy horde. Revenge is more likely to become active when there are more enemies striking the Hero and this rune not only returns more Life per enemy hit, but also generates a small amount of Fury to help power other skills. Slot the **Best Served Cold** rune and slash out at your enemies with a higher Critical Hit Chance. The Life gained by activating Revenge with Best Served Cold slotted can help you maintain position alongside the mass of hellspawn. **Grudge** aids by knocking all nearby enemies back a considerable distance, a feat that can prove helpful in times of self-rescue! **Provocation** doubles the chance Revenge becomes active when struck by an enemy. This is particularly valuable when tanking for co-op partners on Inferno difficulty—keep an eye on the action bar and your finger on the button!

Vengeance is Mine

Unlocked: Level 19
Gain **5** Fury each time Revenge is used and improve **Life** gained from each enemy hit to **8%**.

Best Served Cold

Unlocked: Level 25
After using Revenge, your critical strike chance is increased by **10%** for **12** seconds.

Retribution

Unlocked: Level 36
Increase damage to **286%** weapon damage.

Grudge

Unlocked: Level 41
Knock enemies back **24** yards whenever Revenge is used.

Provocation

Unlocked: Level 52
Increase the chance Revenge will become active to **30%** each time you are hit by an attack.

ACTION BAR SKILLS (#2): MIGHT

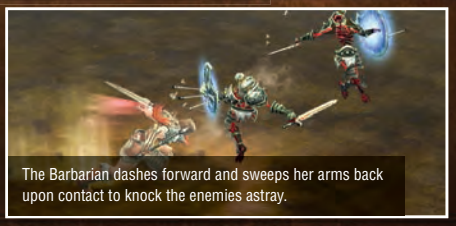
FURIOUS CHARGE

UNLOCKED lvl 21

Rush forward, knocking back enemies and inflicting **195%** *weapon damage to enemies along the path of the charge. Generates Fury only if you hit an enemy.*

- Generates **15** Fury
- Cooldown **10** seconds

Furious Charge is a potent attack that can quickly close the gap between you and a target while damaging and knocking back any enemies encountered during the charge. It generates 15 Fury and has a brief cooldown. If the Barbarian already has at least some Fury on hand, then unleash Furious Charge and follow it with a pair of Hammer of the Ancients attacks to obliterate the enemies just struck. This two-pronged attack works extremely well, especially with a higher starting pool of Fury—perform three Hammer strikes, then another Furious Charge or Leap Attack to keep the chain going.



The Barbarian dashes forward and sweeps her arms back upon contact to knock the enemies astray.

RUNES

Battering Ram is an excellent option for those focused on generating as much DPS as possible with the attack. Move within several yards of a group of enemies before unleashing the attack. **Merciless Assault** can reduce the entirety of the skill's cooldown if the enemies are plentiful and tightly grouped. String consecutive Furious Charges together to quickly advance and retreat in and out of the enemy's reach. **Bull Rush** adds another layer of crowd control to the skill, but only for those with a very high Critical Hit Chance. This is worth considering once you've acquired gear and gems that yield at least a 35% Critical Hit Chance; otherwise, opt for another rune. **Juggernaut** is particularly useful on Inferno difficulty when self-preservation is of the utmost importance. This rune gives the Barbarian a much-needed method of healing himself, thereby freeing his teammates to focus on dishing out DPS.

Battering Ram

Unlocked: Level 27
Increase damage at the destination to **283%** weapon damage.

Merciless Assault

Unlocked: Level 33
Cooldown is reduced by **2** seconds for every target hit. This effect can reduce the cooldown by up to **10** seconds.

Stamina

Unlocked: Level 38
Generate **8** Fury for each target hit while charging.

Bull Rush

Unlocked: Level 47
Any targets that are critically hit by Furious Charge will be stunned for **2.5** seconds.

Juggernaut

Unlocked: Level 56
Regain **8%** of your maximum Life for each target hit by Furious Charge.

ACTION BAR SKILLS (#2): MIGHT

OVERPOWER

UNLOCKED lvl 26

Deal **165%** *weapon damage to all targets within* **9** *yards. If Overpower scores a critical hit, there's a change to lower the cooldown to* **1** *second.*

- Cooldown 15 seconds

This skill, like Revenge, requires no Fury and may not even have a cooldown, but it does require the player to pay careful attention to the action bar and/or damage values. Quickly activate the skill to press the advantage and unleash a spinning attack that deals considerable damage to all nearby enemies. Given the skill's lack of cooldown should it land a critical hit, this is best saved for Heroes with a high Critical Hit Chance. Wait until you notice the Barbarian readily landing critical hits before assigning the corresponding action bar slot with Overpower. Although you may prefer turning off damage numbers in the game options screen, it pays to leave critical hit damage numbers enabled—watch for the yellow digits!

Quickly activate Overpower after landing a critical hit to inflict heavy damage on all nearby enemies.

RUNES

Overpower is designed to be used as an AOE attack against large crowds of enemies, but the rune you choose can shift it to a more offensive or defensive skill. **Revel** aids the Barbarian in his role as the group's tank, allowing him to wade into battle, activate Overpower after taking significant damage, and be instantly healed. Those with an already high Critical Hit Chance can effectively chain Overpower with the help of **Killing Spree**. The rune's boost to Critical Hit Chance extends for several seconds, providing multiple chances to reset the skill's cooldown and instantly activate it again! **Momentum** can prove helpful against Champion packs, as it stands to instantly generate enough Fury to fuel Wrath of the Berserker or Call of the Ancients. **Crushing Advance** straddles the line between offense and defense, but should only be used against packs of melee enemies—it will not help you against archers and other ranged foes!

Storm of Steel

Unlocked: Level 29
Throw up to **3** axes at nearby enemies, inflicting **50%** weapon damage each.

Killing Spree

Unlocked: Level 34
Your chance to Critical Hit is increased by **10%** for **6** seconds.

Crushing Advance

Unlocked: Level 42
Reflect **30%** of incoming melee damage for **4** seconds after Overpower is activated.

Momentum

Unlocked: Level 48
Overpower generates **12** Fury for every enemy hit.

Revel

Unlocked: Level 59
Heal **8%** of your maximum Life for every enemy hit.

ACTION BAR SKILLS (#3): TACTICS

WEAPON THROW

UNLOCKED lvl 14

Hurl a throwing weapon at an enemy for **120%** *weapon damage and Slow the movement of the enemy by* **60%** *for* **2** *seconds.*

- Costs **10** Fury

Weapon Throw can be used regardless of the weapon currently being used by the Barbarian, as the weapon thrown by the skill is not the one currently being wielded by the Hero. This skill gives the Barbarian an important ranged attack against Plagued, Molten, and Electrified enemies who are otherwise hazardous up close. Not only can Weapon Throw strike a single enemy several yards away, but this skill also slows the enemy's movement for several seconds, creating the perfect opportunity to target another foe with the same attack and buy even more time before being surrounded. Target the tougher foes with Weapon Throw to slow their approach, then set about slaughtering the weaker monsters.

Weapon Throw gives the Barbarian a valuable ranged attack to use against enemies outside melee range.

RUNES

The biggest limitation in the Weapon Throw skill is that it hits only one enemy. For that reason alone, it's hard to go against **Ricochet** as it causes the weapon to ricochet and hit additional enemies. **Throwing Hammer** replaces the throwing axe with a hammer and yields a very high chance to briefly stun the target, yielding another crowd control option. **Stupefy** is another attractive option for Weapon Throw, as it carries a chance to Confuse the targeted foe into attacking other monsters if it hits the target's head. Stupefy is particularly worthwhile when fending off a pack of Champion enemies. **Dread Bomb** completely transforms the skill into an AOE juggernaut at the expense of your entire Fury pool!

Mighty Throw

Unlocked: Level 21
Increase thrown weapon damage to **156%** weapon damage.

Ricochet

Unlocked: Level 25
Cause the weapon to ricochet and hit up to **3** targets within **20** yards of each other.

Throwing Hammer

Unlocked: Level 33
Hurl a hammer with a **75%** chance to Stun the target for **2** seconds.

Stupefy

Unlocked: Level 42
Aim for the head, gaining a **20%** chance of causing your target to become confused and attack other enemies for **6** seconds.

Dread Bomb

Unlocked: Level 54
Expend all remaining Fury to throw a corpse that inflicts an additional **3%** weapon damage for each point of Fury expended to all enemies within **12** yards of the target.

ACTION BAR SKILLS (#3): TACTICS

THREATENING SHOUT

UNLOCKED lvl 17

Shout with great ferocity, reducing damage done by enemies within **25** *yards by* **20%** *for* **15** *seconds.*

- Costs **15** Fury
- Cooldown **15** seconds

Being successful in battle isn't always about maximizing the damage you inflict; it can be just as valuable to lessen the attack power of your enemies. Threatening Shout does exactly that for all foes within 25 yards, thus making it that much safer for a lone Barbarian to wade into a violent mob. Threatening Shout has a 15-second cooldown, so use it as often as you can if there are still a lot of enemies nearby (or if you're low on health and potions).

The red waves of Threatening Shout frighten all enemies within 25 yards.

RUNES

Reducing the damage enemies can inflict is only half the battle; it's also important to control their movement and attack whenever possible. **Falter** slows enemy attack speed for several seconds, allowing the Barbarian to stand toe-to-toe with the affected and suffer fewer blows. **Intimidate** slows the movement of all affected enemies substantially, making it possible for even the rather heavy-footed Barbarian to employ hit-and-run tactics. Those playing cooperatively can use **Demoralize** to easily "taunt" enemies away from their teammates by forcing the affected enemies to focus their attacks on the Barbarian. **Terrify** yields a 35% chance that enemies will briefly flee the area. Although temporary, any chance to scare off a few enemies can go a long way in aiding your survival, especially when dealing with a pack of Champions.

Intimidate

Unlocked: Level 23
Affected enemies also have their movement speed reduced by **30%**.

Falter

Unlocked: Level 28
Affected enemies also have their attack speed reduced by **15%** for **5** seconds.

Grim Harvest

Unlocked: Level 37
Enemies are badly shaken and have a **15%** chance to drop additional treasure.

Demoralize

Unlocked: Level 43
Affected enemies are also taunted to attack you for **3** seconds.

Terrify

Unlocked: Level 57
Enemies are severely demoralized. Each enemy has a **35%** chance to flee for **2.5** seconds.

ACTION BAR SKILLS (#3): TACTICS

BATTLE RAGE

UNLOCKED lvl 22

Enter a rage that increases damage by **15%** *and critical hit chance by* **3%** *for* **30** *seconds.*

- Costs **20** Fury

Battle Rage is worth deploying at the start of a tougher fight, whether against multiple Champion enemies or a Rare and its minions. The effect applies to basic attacks and skills alike. For example, a weapon that inflicts 20 damage will deal 23 damage when Battle Rage is active. Perform Hammer of the Ancients while that weapon is equipped to strike for 46 damage. This may not sound like much, but the Barbarian can land a lot of attacks in a 30-second span, and that doesn't include the increased chance of scoring a critical hit. Best of all, the relatively low Fury cost makes it possible to keep Battle Rage going virtually indefinitely when paired with Fury-generating skills.

The Barbarian glows red when entering Battle Rage.

RUNES

Battle Rage is the first true "buff" to unlock for the Barbarian and yields a boost to damage and critical hit chance. Most of the skill's accompanying runes yield the *chance* for bonus effect to occur if a critical hit occurs, but the odds are unknown. The relatively low Fury cost of Battle Rage makes slotting **Ferocity** unnecessary once additional runes become unlocked. **Into the Fray** yields the chance to generate additional Fury, almost enough to recast Battle Rage. **Bloodshed** yields the chance for critical hits to cause an explosion of blood that deals damage to all other nearby enemies. As attractive as these options may be, it's hard to beat a sure thing. **Marauder's Rage** doubles Battle Rage's damage bonus—an effect you can count on!

Marauder's Rage

Unlocked: Level 26
Increase damage bonus to **30%**.

Ferocity

Unlocked: Level 31
While under the effects of Battle Rage, critical hits have a chance to increase the duration of Battle Rage by **2** seconds.

Swords to Ploughshares

Unlocked: Level 38
While under the effects of Battle Rage, critical hits have up to a **5%** chance to cause enemies to drop additional health globes.

Into the Fray

Unlocked: Level 46
While under the effects of Battle Rage, critical hits have a chance to generate **15** additional Fury.

Bloodshed

Unlocked: Level 54
While under the effects of Battle Rage, critical hits have a chance to cause an explosion of blood, dealing **20%** of the damage done to all other nearby enemies.

ACTION BAR SKILLS (#3): TACTICS

WAR CRY

UNLOCKED lvl 28

Unleash a rallying cry to increase Armor for you and all allies within **30** *yards by* **20%** *for* **60** *seconds.*

- Generates **30** Fury
- Cooldown **30** seconds

It's hard to beat a full minute of protection for you and your allies—Followers or human co-op partners. War Cry generates a moderate amount of Fury and has a short cooldown of just 30 seconds, despite +20% armor rating (or 40% w/ Hardened Wrath Rune) of the Barbarian and all nearby allies! Use War Cry when heading into battle against Champion or Rare monsters, or when preparing to tackle a particularly difficult dungeon. Make your teammates aware that you're going to use War Cry so they know to move closer to the Barbarian's position.

War Cry doesn't damage nearby enemies; the blue waves that spread out double the armor rating of nearby allies.

RUNES

Hardened Wrath doubles the Armor bonus for you and your nearby allies while War Cry is active—be sure to gather your companions around you before activating it. **Invigorate** goes a long way toward increasing the Barbarian's survivability when he's in the thick of the fray. This rune increases maximum Life and heals a moderate amount of HP per second throughout the duration of War Cry. The only thing better than taking reduced damage is not being hit at all; **Veteran's Warning** grants a sizable dodge bonus to the Barbarian during the length of War Cry. **Impunity** is worth slotting if your equipped gear doesn't yield high resistances. The higher resistances that Impunity affords will come in handy on Hell and Inferno difficulty when so many enemies have multiple affixes that deal elemental damage.

Hardened Wrath

Unlocked: Level 32
Increase the Armor bonus to **40%**.

Charge!

Unlocked: Level 35
Increase Fury gained to **60**.

Invigorate

Unlocked: Level 41
Increase maximum Life by **10%** and regenerate **43** Life per second while affected by War Cry.

Veteran's Warning

Unlocked: Level 49
War Cry also grants **15%** dodge bonus.

Impunity

Unlocked: Level 60
All of your resistances are increased by **50%** while affected by War Cry.

ACTION BAR SKILLS (#4): RAGE

EARTHQUAKE

UNLOCKED lvl 19

Shake the ground violently, dealing **2000%** *weapon damage as Fire over* **8** *seconds to all enemies within* **18** *yards.*

- Costs **50** Fury
- Cooldown **120** seconds

Earthquake is more than an upgrade of the Seismic Slam skill. This powerful area attack deals prolonged devastating damage to all enemies within 18 yards of the Hero (the attack radiates out in all directions). The sustained jolt deals enough damage over time to equate to hitting each enemy 16 times! This is not only the Barbarian's most powerful AOE attack, but it's also an excellent method of crowd control. The skill's protracted cooldown mandates that you use it only when necessary!

The ground ruptures with volcanic force when the Earthquake skill is triggered.

RUNES

Giant's Stride is the first of several runes to unlock that add secondary tremors to the Earthquake skill. Giant's Stride allows you to guide the tremors with your movement, either leading them toward or away from harm. **Chilling Earth** is an excellent rune to slot on higher difficulties and when dealing with fast-moving melee enemies, as it significantly slows their movement and is a top-shelf method of crowd control. **The Mountain's Call** increases the frequency at which you can trigger Earthquake and removes the Fury cost—something to consider if you'd rather not slot the Unforgiving passive skill. The **Aftershocks** rune maintains the shape and form of the skill, but adds secondary tremors that inflict knockback and inflict Fire damage. This is helpful in wide-open areas where you're more likely to be surrounded. **Path of Fire** is similar to Aftershocks (minus the knockback), but directs the tremors ahead of the Barbarian, thus making it more suitable for interiors and narrow spaces.

Giant's Stride

Unlocked: Level 24
Secondary tremors follow your movement and inflict **65%** weapon damage as Fire.

Chilling Earth

Unlocked: Level 29
Create an icy patch, causing Earthquake's damage to turn cold and slow the movement of enemies by **80%**.

The Mountain's Call

Unlocked: Level 39
Remove the Fury cost and reduce the cooldown to **105** seconds.

Aftershocks

Unlocked: Level 50
Secondary tremors knock enemies back and inflict **65%** weapon damage as Fire.

Path of Fire

Unlocked: Level 56
Project secondary tremors up to **12** yards ahead of you that inflict **65%** weapon damage as Fire.

ACTION BAR SKILLS (#4): RAGE

CALL OF THE ANCIENTS

UNLOCKED lvl 25

Summon the ancient Barbarians Talic, Korlic, and Madawc to fight alongside you for **15** *seconds. Each deals* **60%** *weapon damage per swing in addition to bonus abilities. Talic wields a sword and shield and uses the Whirlwind skill. Korlic wields a massive polearm and uses the Cleave skill. Madawc dual-wields axes and utilizes the Weapon Throw skill.*

- Costs **50** Fury
- Cooldown **120** seconds

This high level skill is one of the most impressive ones the Barbarian can learn and is worth every bit of its exceptional Fury cost. Call of the Ancients summons three golden Barbarians to fight alongside the Hero, each with a different weapon and skill. Talic, Korlic, and Madawc don't generate or consume Fury, but that doesn't stop them from attacking with the Whirlwind, Cleave, and Weapon Throw skill—all the while leaving you to focus on other enemies. Keep in mind the lengthy cooldown—8x the length of their active period—and only trigger this skill when there are enough enemies nearby to make it worthwhile.

The arrival of the Ancients is a sight to behold!

RUNES

Duty to the Clan increases the duration that the Ancients fight alongside you, but note that they can still perish in battle. Watch your Ancients closely to see if they are getting killed or survive to the end of the skill's effect before using a rune that will extend their stay. **Korlic's Might** is advantageous against smaller groups of tough enemies and in tighter spaces. **Madawc's Madness** deals less damage than Korlic's Might, but stands to impact a larger number of enemies. **Talic's Anger** deals the most damage of all the runes for Call of the Ancients and is useful against Champion packs and isolated single targets, as well as boss enemies.

The Council Rises

Unlocked: Level 31
The Ancients inflict **66%** weapon damage with each attack and have **100%** additional armor.

Duty to the Clan

Unlocked: Level 37
Increase duration to **20** seconds.

Korlic's Might

Unlocked: Level 45
Korlic gains the skill Furious Charge, which deals **200%** of your weapon damage to all enemies in a line.

Madawc's Madness

Unlocked: Level 51
Madawc gains the skill Seismic Slam, which deals **180%** of your weapon damage to enemies in an arc.

Talic's Anger

Unlocked: Level 58
Talic gains the skill Leap Attack, which deals **250%** of your weapon damage to enemies in the area of the leap.

ACTION BAR SKILLS (#4): RAGE

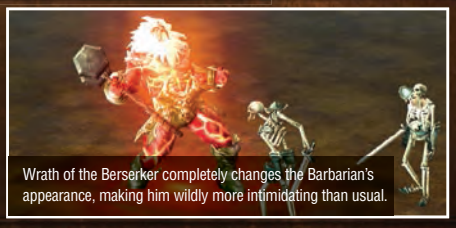
WRATH OF THE BERSERKER

UNLOCKED lvl 30

Enter a berserker rage, raising several attributes for **15** *seconds: Critical Hit* **+10%**, *Attack Speed* **+25%**, *Dodge Chance* **+20%**, *Movement Speed* **+20%**.

- Costs **50** Fury
- Cooldown **120** seconds

The last skill to unlock for the Barbarian is also the most devastating. Wrath of the Berserker provides significant increases to all of the Barbarian's key combat attributes. It lasts only 15 seconds, but the Barbarian will run faster, dodge more attacks, strike quicker, and land many more critical hits during this time. The Hero effectively becomes an ultimate warrior. Unleash the Barbarian's inner wrath and go for the kill, beat a path to safety, or to simply enjoy the sheer power of going berserk!



Wrath of the Berserker completely changes the Barbarian's appearance, making him wildly more intimidating than usual.

RUNES

Arreat's Wail is ideal for multiple enemies when trying to balance DPS with survivability. The huge increase in attack damage and addition of Knockback make it possible to escape almost any situation. Barbarians with a very high Critical Hit Chance can use the **Slaughter** rune to add a damaging AOE component to the skill. Activate Wrath of the Berserker and begin using other skill/rune pairings that boost Critical Hit Chance to cause a number of explosions. **Striding Giant** triples the increased dodge bonus, effectively giving enemies a mere 40% chance of landing an attack while Wrath of the Berserker is active. Slot **Thrive on Chaos** along with other skills and runes that maximize your Fury generation to gain an extra second of berserker rage for every 25 Fury generated. One option is to activate War Cry (with the Charge! rune selected) to instantly gain enough Fury to extend Wrath of the Berserker by 2 seconds. Other options include Bash with the Instigate rune and Ancient Spear with the Skirmish rune.

Arreat's Wail

Unlocked: Level 36
Activating Wrath of the Berserker knocks back all enemies within **12** yards and deals **430%** weapon damage to them.

Insanity

Unlocked: Level 40
While active, your damage is also increased by **100%**.

Slaughter

Unlocked: Level 46
Landing a critical hit while Wrath of the Berserker is active has a chance to cause an explosion of blood, dealing **155%** weapon damage to all enemies within **15** yards.

Striding Giant

Unlocked: Level 52
Increase the bonus dodge chance granted to **60%**.

Thrive on Chaos

Unlocked: Level 60
Every **25** Fury gained while Wrath of the Berserker is active adds **1** second to the duration of the effect.

PASSIVE SKILL

POUND OF FLESH

UNLOCKED lvl 10

Increases the chance of finding a Health Globe by **25%** *and you gain* **100%** *additional Life from health globes.*

It may not seem like much, but a 25% increase in Health Globe drop chance can really make a difference when battling a Rare monster and its minions. Nevertheless, it's hard to recommend this skill over Ruthless for general exploration and questing when first reaching level 10 unless you have low Vitality or zero Life Regen. Pound of Flesh is useful against boss enemies and Rares, especially if you are low on potions and have no other means of healing.

PASSIVE SKILL

RUTHLESS

UNLOCKED lvl 10

Critical hit chance increased by **5%**. *Critical hit damage increased by* **50%**.

Heroes with a high Critical Hit Chance should certainly consider equipping Ruthless in one of their passive skill slots. This skill significantly increases the damage done by landing a critical hit. Even if only one of every 8 or more blows lands for a critical hit, it's still worth it, especially when using the Frenzy skill. Furthermore, the 5% increase to Critical Hit Chance makes a more pronounced difference if you already have a high rating to begin with.

PASSIVE SKILL

NERVES OF STEEL

UNLOCKED lvl 13

Your Armor is increased by **100%** *of your Vitality.*

Nerves of Steel is an excellent skill to slot during boss fights and if your equipped gear has yielded boosts to Vitality instead of Armor. Heroes with very high Vitality ratings will gain the largest benefit from this skill. Those with high Armor and a very high Vitality rating may use Nerves of Steel in lieu of runes that focus on returning damage as Life in favor of one that inflicts greater damage.

PASSIVE SKILL

WEAPONS MASTER

UNLOCKED lvl 16

Gain a bonus based on the weapon type of your main hand weapon. Swords/Daggers: **+15%** *increased damage. Maces/Axes:* **+10%** *chance to critical hit. Polearms/Spears:* **+10%** *attack speed. Mighty Weapons:* **+3** *Fury per hit.*

Weapons Master provides a modest bonus based on the weapon in the Hero's right hand. Although this skill also applies to those wielding a two-handed weapon (or dual wielding), it's particularly useful when using a weapon-and-shield combination. Carrying a shield often comes at the slight expense of offensive power, depending on the weapon the Hero is using. This skill helps to offset what you may be giving up. It's important to note that the bonus is an increase to your existing rating—a 10% increase to Critical Hit Chance can lift your 5% rating to a desirable 15%!

PASSIVE SKILL

BERSERKER RAGE

UNLOCKED lvl 20

Inflict an additional **25%** *damage while at maximum Fury.*

Despite yielding an impressive 25% damage boost, the conditions for which Berserker Rage's effects come into play are quite rare. Unless equipped with the Unforgiving passive skill, the Barbarian is unlikely to remain at maximum Fury for long. Especially given the tempting nature of his many attack skills. Slot this skill alongside the Unforgiving passive skill after reaching level 29 and only if you tend to rely on attacks that generate Fury rather than consume it.

PASSIVE SKILL

INSPIRING PRESENCE

UNLOCKED lvl 20

The duration of your shouts is doubled. While benefitting from your War Cry or Battle Rage, you regenerate **1%** *of your maximum Life per second. Your shouts are Battle Rage, Threatening Shout, and War Cry.*

Inspiring Presence can be particularly useful if you use any of the three shouts often. Doubling the length of time enemies attack with less power (Threatening Shout), your attacks are enhanced (Battle Rage) or you and your allies have increased armor (War Cry) not only turns a difficult battle in your favor, but also helps the party conserve Health Potions. It is almost unthinkable to not slot this skill along with War Cry when tackling Hell or Inferno difficulty modes with a party.

PASSIVE SKILL

BLOODTHIRST

UNLOCKED lvl 24

Gain **3%** *of all damage done as Life.*

Bloodthirst is a good skill to use if you're having trouble staying alive due to less-than-optimal Armor and Strength ratings, particularly for those who are eschewing a shield in favor of dual-wielding. It's often worth slotting Bloodthirst prior to any boss battles. Small green HP numbers will appear on the screen to indicate how much Life you are gaining from each attack (unless disabled in options).

PASSIVE SKILL

ANIMOSITY

UNLOCKED lvl 27

Increases Fury generation by **10%** *and maximum Fury is increased by* **20.**

The more Fury the Barbarian has, the more frequently he can deploy his attack skills. Use Animosity to gain more Fury from primary attacks and those attack skills that generate Fury. It also compounds the effects of Unforgiving to further boost natural Fury regeneration and raises the amount of Fury the Barbarian can accumulate to 120. Animosity is another passive skill that can be used to help maintain the conditions necessary for the Berserker Rage effects to activate.

PASSIVE SKILL

SUPERSTITION

UNLOCKED lvl 30

Reduces all non-physical damage by **20%.** *Whenever you take damage from a ranged or elemental attack, you have a chance to gain* **3** *Fury.*

Consider the enemies you're about to battle before equipping this skill as the large majority of monstes *only* inflict physical damage. That said, there are certain dungeons that crawl with poisonous creatures, particularly in the deserts beyond Caldeum. There are also tombs in that region with elemental members of the spider species. The reduction of non-physical damage is especially helpful during boss battles. Superstition's additional benefits will also come in handy.

PASSIVE SKILL

TOUGH AS NAILS

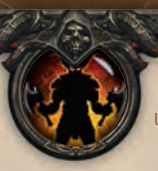
UNLOCKED lvl 30

Increases armor by **25%**. *Thorns damage dealt is increased by* **50%**.

Tough as Nails is a good skill to use if you're having trouble staying alive due to a less-than-optimal Armor rating, particularly for those who are eschewing a shield in favor of dual-wielding. It's often worth slotting Tough as Nails prior to any boss battles. This skill is especially worthwhile if the Barbarian is currently equipped with armor that deals Thorns damage (rare at lower levels). Thorns damage is dealt to attacking monsters that come in direct contact with the Hero's armor, as if they were striking a cactus or porcupine.

PASSIVE SKILL

NO ESCAPE



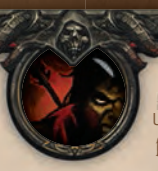
UNLOCKED lvl 35

Increases the damage of Ancient Spear and Weapon Throw by **10%.** *In addition, a critical hit with Ancient Spear automatically resets the cooldown and critical hits with Weapon Throw have a chance to return* **14** *Fury.*

The Barbarian is a melee-based combatant, but it's hard to argue against also having a ranged attack handy. And regardless of whether you use Ancient Spear or Weapon Throw, this is a useful passive skill to slot. The immediate cooldown reset of No Escape also triggers when the enemy death is caused by the effects of a rune paired with Ancient Spear. Consider slotting Ancient Spear with the Rage Flip rune and No Escape for a tremendously lethal—and safe—ranged attack that is perfect for battling Rare and Champion foes on Hell and Inferno difficulties.

PASSIVE SKILL

RELENTLESS



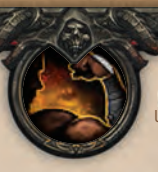
UNLOCKED lvl 40

While below **20%** *Life, all skills cost no Fury and all damage taken is reduced by* **50%**.

Relentless essentially forestalls death to give the Hero the time he may need for a Health Potion to cooldown or for a Health Globe to drop. This is a good skill to equip during tough battles against bosses and when playing on Hell or Inferno difficulties. Otherwise, the skill slot may be better used to help keep the Hero above 20% Life. After all, it will serve you better in the long term to address the reasons that leave the Barbarian with so little Life.

PASSIVE SKILL

BRAWLER



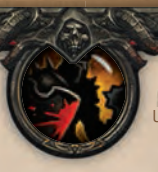
UNLOCKED lvl 45

As long as there are **3** *enemies within* **8** *yards, all of your damage is increased by* **30%**.

This is a great skill to employ both in group and solo play, as the Barbarian is often thrust into the thick of the battle. Slot this skill before entering a cave or dungeon, especially those that are narrower in design (or during the major battles of Act III where enemies fill the screen). Those performing "tank" duties for a party should certainly consider keeping this skill slotted. Be sure to swap in another passive skill before engaging a boss in combat, as this may well go to waste in all boss battles except the preliminary battle against Belial.

PASSIVE SKILL

JUGGERNAUT



UNLOCKED lvl 50

The duration of control impairing effects on you are reduced by **20%.** *In addition, whenever you become stunned, feared, or charmed, you have a chance to recover* **15%** *of your maximum Life.*

Juggernaut helps to minimize the Barbarian's susceptibility to fears, charms, stuns, or snares and all other control-impairing status effects. There's no way to fully avoid being hit with the occasional status effect, so you'll have to decide whether the reduction in status effect duration is worth one of your precious passive skill slots. Try using this skill only when necessary—wait for a situation where you repeatedly find yourself stunned or feared, then equip it.

PASSIVE SKILL

UNFORGIVING

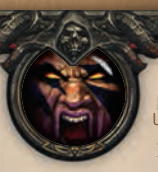
UNLOCKED lvl 55

You no longer degenerate Fury. Instead, you gain **1** *Fury every* **2** *seconds.*

Once unlocked, Unforgiving deserves serious consideration for one of your passive skill slots. This makes it possible to build up a supply of Fury before entering into a battle with a boss enemy. It also means that you can afford to slot more of the Fury-consuming skill-rune pairs and less Fury generating skills. Of course, gaining 1 Fury every 2 seconds is not enough to fuel the most powerful skills; you'll still need to generate Fury the old-fashioned way!

PASSIVE SKILL

BOON OF BUL-KATHOS



UNLOCKED lvl 60

The cooldown on your Earthquake, Call of the Ancients, and Wrath of the Berserker skills is reduced by **30** *seconds.*

Earthquake, Call of the Ancients, and Wrath of the Berserker are the three most devastating skills in the Barbarian's repertoire and this skill grants a 25% reduction in cooldown. This makes it possible to cast any of those skills five times in six minutes, whereas it would take a full eight minutes to cast the skill for the fifth time without Boon of Bul-Kathos. The 30-second cooldown reduction may not sound like much, but it could certainly mean the difference between life and death on higher difficulty modes.

DEMON HUNTER

My family was butchered by hellspawn. To witness such a thing is enough to leave your mind in ruins. The madness killed my sister. And left me frightened—and alone.

Until I was rescued. Rescued by survivors who had joined together to rid the world of the creatures of Hell. They saw in me the strength to resist the demons. They forged me into a weapon. Now I am ready.

Ranged weaponry and shadow manipulation make this vengeful hero an elusive stalker of demons.

- The Demon Hunter uses a variety of traps and escape skills to evade the grasp of foes.
- Lethal and agile, Demon Hunters move fluidly across the battlefield, maneuvering into position to strike their enemies from a distance. Their primary attribute is Dexterity.
- The Demon Hunter's attacks and tactical skills are powered by the dual forces of Hatred and Discipline. Hatred is rapidly regenerated, but Discipline is slowly recovered.

HEROIC GROWTH

The Demon Hunter's high Dexterity yields the same attack bonus as the other Heroes receive, but improves upon it with a slightly higher dodge chance. The Demon Hunter is fortunate to be as agile and evasive as she is, given her lower Strength and armor ratings, when compared to the Barbarian. Each of these attributes increases slowly as she gains levels, forcing the Demon Hunter to stay clear of melee battles and employ a more delicate, crafty approach to combat. This class can hit every bit as hard as the others, but Demon Hunters must do it from a distance or suffer the consequences.

THE DEMON HUNTER GROWS STRONGER

Attribute	Base Rating at Lvl 1	Initial Value	Rating Increase per Lvl	Base Rating at Lvl 60
Strength	8	Increases armor by 8.	+1	67
Dexterity*	10	10.00% Damage Bonus for Demon Hunters. Increases dodge chance by 1.00%.	+3	187
Intelligence	8	Increases resistances by 0.8.	+1	67
Vitality	9	130 Life	+2	127

**Indicates primary attribute for this class.*

EQUIPPED FOR BATTLE

WEAPONRY

Special: Hand Crossbow

The Demon Hunter is the premiere ranged combatant of *Diablo III* and shares some commonality with the Rogue and Amazon classes of the previous titles. The Hero's lithe physique, acrobatic skill, and tactical superiority enable her to slip in and out of combat with ease, seldom giving an enemy a target they can hit.

Though the Demon Hunter can equip most melee weapons and shields, swords, axes, and the like should only be used if no ranged weapon is available. Melee weapons require the type of close-range combat that runs counter to the Demon Hunter's training and render many of her skills ineffective.

The Demon Hunter begins her journey armed with a single one-handed crossbow, or "hand crossbow." It's possible to outfit the Demon Hunter's free hand with a melee weapon or shield, but it's often best to equip a second one-handed crossbow. The Hero can also wield a single two-handed crossbow or two-handed bow. These weapons tend to be heavier and inflict greater damage, but have a much slower firing rate. Pay close attention to the Hero's Attack and damage-per-second ratings to see which weapon(s) provide the best damage-per-second, all other attributes and properties being equal. When opting to dual-wield crossbows, always assign the more powerful of the two weapons to the Demon Hunter's right hand as she'll almost always fire that weapon first.

ARMOR STYLES

The Demon Hunter's style of dress focuses on stealth and the need to move quickly—and silently—across the battlefield. Demon Hunter clothing tends to be form-fitting, black or neutral in color, and lacks many of the flourishes that adorn other armor styles. Their knee-high boots and the quiver of arrows that hangs from their belt is a part of their outfit that never goes out of style. Demon Hunters are drawn to the shadows and seek to shield their face with a hood early on. They maintain a simple style of dress for much of their career, with the fluttering tail end of their signature scarf being the only accessory that is not purely utilitarian in design. Demon Hunters don't begin to dress in a flashy manner until much later while playing Nightmare difficulty.

About Armor Styles

The following armor appearances serve merely to illustrate what a prototypical Hero *might* look like at any given level. In reality, the Hero will likely possess multiple styles of armor simultaneously, therefore having a far more unique appearance that blends two or more of the styles displayed here. And upon considering the numerous colors of dyes that are available, it is unlikely that any two Heroes of the same class will look identical.

The Demon Hunter is protected from the forest undergrowth, but not much else.

Cloth coverings offer minimal protection to the legs and torso while gloves shield their hands from their weapon's bowstring (levels 1-6).

The Demon Hunter gains basic shoulder armor and pulls a hood down far over her eyes (levels 7-13).

Leather upgrades increase protection throughout and a proper helm replaces the hood (levels 14-19).

The addition of proper armor plating and abdominal chainmail adds bulk to the otherwise slender form beneath the outfit (levels 20-24).

The finer quality metals used in this armor provides a slimmer look along with a lightweight armored hood (levels 25-28).

The Demon Hunter's final armor style in Normal difficulty offers a glimpse of the intricate offerings available later (levels 29-31).

SKILLS & RUNES

The Demon Hunter's split resource pool presents a clear division in the style of her skills. Most of them are fueled by Hatred and take advantage of her ranged weaponry to launch powerful attacks at distant foes. Many of the Demon Hunter's skills can be configured with runes to fire rockets or add elemental properties the Hero's weaponry might not possess. Conversely, the Demon Hunter's Discipline-based skills tend to be more tactical in nature and designed to either trick her attackers or to aid in evasion. Still, there are other skills like Companion and Sentry that are powered by Discipline and are primarily offensive in nature.

The Demon Hunter has access to a variety of skills that defy easy categorization. Demon Hunters are able to take advantage of their mastery of shadowy forces to employ skills such as Smoke Screen, Strafe, and Vault to aid in avoiding enemy capture. Runes help to leech Life from her foes and many of the Demon Hunter's passive skills capitalize on the Hero's high Dexterity rating.

Resource: Hatred and Discipline

The Demon Hunter's skills are powered by two resource types: Hatred and Discipline. Hatred fuels many of the Demon Hunters attack skills. Hatred regenerates quickly and the Demon Hunter carries a maximum of 125 Hatred. Conversely, Discipline regenerates much slower and is used to power many of the Hero's evasive and tactical skills. The Demon Hunter initially maintains a maximum Discipline of 30.

ACTIVE SKILLS: MOUSE SKILLS: PRIMARY

HUNGERING ARROW

UNLOCKED lvl 1

Fire a magically imbued arrow that seeks out targets for **115%** *weapon damage and has a* **35%** *chance to pierce through targets.*
- Generates **3** Hatred.

This magical arrow is capable of turning up to 180 degrees mid-flight to home in on an enemy for considerable weapon damage. It has a 35% chance to pierce the initial target and change course to seek another target, which it might also pierce. Hungering Arrow's homing capability isn't foolproof, however, so aim as close to the enemies as possible. This skill won't always correct for wildly inaccurate shots.

The powerful Hungering Arrow homes in on enemies and has a 35% chance to pierce and target a second foe.

RUNES

Piercing Arrow increases the chance that the arrow will pierce its target from 35% to 50% and affords a high chance of striking two enemies with each shot fired. **Cinder Arrow** increases the overall DPS of the attack and adds an element of Fire. **Shatter Shot** and **Spray of Teeth** both add AOE damage to the skill. Shatter Shot causes the arrow to split into three arrows upon a successful pierce. This gives you roughly a one-in-three chance of striking a total of four enemies with a single arrow! Those with a really high Critical Hit Chance should switch to Spray of Teeth when facing large groups of enemies.

Piercing Arrow
Unlocked: Level 6
Increase the chance for the arrow to pierce to **50%.**

Cinder Arrow
Unlocked: Level 17
Light the arrow on fire, dealing **35%** additional weapon damage as Fire over **3** seconds.

Shatter Shot
Unlocked: Level 26
If the arrow successfully pierces the first target, the arrow splits into **3** arrows.

Devouring Arrow
Unlocked: Level 42
Each consecutive pierce increases the damage of the arrow by **70%.**

Spray of Teeth
Unlocked: Level 52
Successful critical hits cause a burst of bone to explode from the target, dealing **50%** weapon damage to enemies in that area.

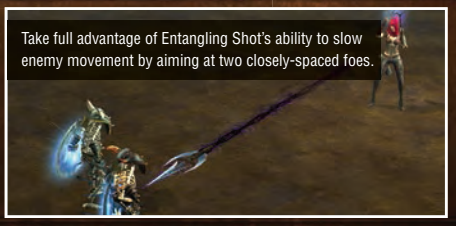
ACTIVE SKILLS: MOUSE SKILLS: PRIMARY

ENTANGLING SHOT

UNLOCKED lvl 3

Imbue an arrow with shadow energy that deals **75%** *weapon damage and entangles up to* **2** *enemies, slowing their movement by* **60%** *for* **2** *seconds.*
- Generates **3** Hatred.

The blades that adorn the Entangling Shot arrow are designed to damage and snare up to two nearby enemies. This purple-glowing attack has no Hatred cost and provides the Demon Hunter with the breathing room she craves. Target a fast-moving melee combatant (preferably one in close proximity to another), then open fire with subsequent basic attacks, knowing the enemy has been slowed and won't be able to move within striking range any time soon.



Take full advantage of Entangling Shot's ability to slow enemy movement by aiming at two closely-spaced foes.

RUNES

Entangling Shot's primary draw is that it slows the movement of up to two targets. The **Chain Gang** rune doubles this number and makes the skill suitable for small packs of enemies, as well as for use against single targets. Depending on the situation, **Heavy Burden's** doubling of the slow duration may be more beneficial. This rune only affects up to two targets, but slows them for four seconds. **Justice is Served** doubles the Hatred generated with each shot, effectively allowing you to slow a number of enemies, accumulate Hatred, then unleash a powerful attack to clean up the snared foes. **Bounty Hunter** is one of the many runes available to the Demon Hunter that returns a portion of damage as Life.

Chain Gang
Unlocked: Level 9
Hit up to **4** targets.

Chain Lightning
Unlocked: Level 18
Strike targets with electrified chains that do an additional **28%** weapon damage per second as Lightning for **2** seconds.

Heavy Burden
Unlocked: Level 34
Increase the slow movement duration to **4** seconds.

Justice is Served
Unlocked: Level 47
Increase the Hatred generated to **6** per shot.

Bounty Hunter
Unlocked: Level 54
Gain **6%** of the damage dealt as Life.

ACTIVE SKILLS: MOUSE SKILLS: PRIMARY

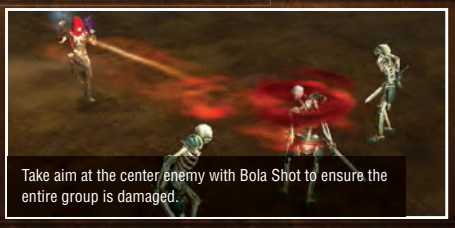
BOLA SHOT

UNLOCKED lvl 11

Shoot out an explosive bola that wraps itself around its target. After **1** *second, the bola explodes dealing* **130%** *weapon damage as Fire to the target and an additional* **110%** *weapon damage as Fire to all other targets within* **7** *yards.*

- Generates **3** Hatred.

Bola Shot is one of the Demon Hunter's most important low-level skills, as it deals solid damage to the target and all enemies within 7 yards. The explosion follows a short one-second delay, thereby reducing the need to plan the attack in advance. Just aim at the central enemy in a group and watch as they all take damage. Bola Shot can be fired in quick succession and has zero cooldown.



Take aim at the center enemy with Bola Shot to ensure the entire group is damaged.

RUNES

Volatile Explosives doubles the affected area of the Bola Shot skill and provides the Demon Hunter with an excellent low level AOE skill-rune pairing. **Thunder Ball** focuses the attack primarily on the main target, generating a chance for the explosion to briefly stun the enemy. **Acid Strike** is an excellent choice against a pack of Champions, as it fires three bolas per attack, each of which inflicts as much Poison damage as the standard skill. **Imminent Doom** amplifies the damage dealt by the Bola Shot explosion, but at the expense of a lengthier delay. The explosion will come after two seconds instead of one—avoid killing the enemy you target with Bola Shot before the explosion!

Volatile Explosives

Unlocked: Level 14
Increase the explosion radius to **14** yards.

Thunder Ball

Unlocked: Level 24
When the bola explodes, it deals **130%** weapon damage as Lightning and has a **35%** chance to Stun the primary target for **1.5** seconds.

Acid Strike

Unlocked: Level 37
Shoot **3** bolas that each deal **130%** weapon damage as Poison. The bolas no longer explode for area damage to nearby targets.

Bitter Pill

Unlocked: Level 51
When the bola explodes, you have a **35%** chance to gain **3** Discipline.

Imminent Doom

Unlocked: Level 57
Augment the bola to deal **182%** weapon damage as Arcane to the target and **154%** weapon damage as Arcane to all other targets within **7** yards, but increases the explosion delay to **2** seconds.

ACTIVE SKILLS: MOUSE SKILLS: PRIMARY

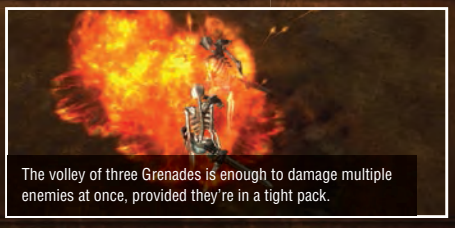
GRENADES

UNLOCKED lvl 15

Throw out three grenades that explode for **95%** *weapon damage as Fire each.*

- Generates **3** Hatred.

The Demon Hunter lobs the three Grenades out simultaneously with little fanfare. The Grenades typically take a small bounce and explode after a slight delay and only inflict damage. Grenades are useful against a tight group of enemies as the explosions are rather small individually. The damage inflicted increases as the Hero grows in strength and acquires better equipment, but the Grenades skill is far more effective once it has been assigned a rune. Without one, these Grenades are likely to inflict a similar amount of damage as the Hero's base weapon, although to a number of enemies simultaneously.



The volley of three Grenades is enough to damage multiple enemies at once, provided they're in a tight pack.

RUNES

Cluster Grenades is an excellent AOE attack that not only increases the damage of the base skill, but also spreads that damage across all enemies inside an 8-yard radius. **Fire Bomb** is the opposite of Cluster Grenades; throw a single grenade that deals moderately heavy damage to a single target. **Stun Grenades** behaves much like the base skill, but each volley of thrown grenades carries the chance to stun enemies for 2 seconds. **Gas Grenades** allows the Demon Hunter to target a primary threat and leave a cloud of Poison that deals additional damage for 3 seconds to all foes that enter the area. This is a great attack against a Rare and its minions, or against a column of enemies funneling through a chokepoint.

Tinkerer

Unlocked: Level 22
Increases Hatred generation to **6** Hatred.

Cluster Grenades

Unlocked: Level 32
Throw Cluster Grenades that deal **112%** weapon damage as Fire over an **8**-yard radius.

Fire Bomb

Unlocked: Level 40
Throw a single grenade that deals **124%** weapon damage as Fire.

Stun Grenades

Unlocked: Level 48
Hurl grenades that have a **15%** chance to Stun enemies for **2** seconds.

Gas Grenades

Unlocked: Level 60
Throw gas grenades that explode for **95%** weapon damage as Poison, leaving a cloud that deals an additional **25%** weapon damage per second as Poison for **3** seconds to enemies who stand in the area.

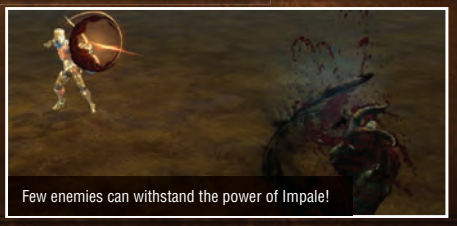
ACTIVE SKILLS: MOUSE SKILLS: SECONDARY

IMPALE

UNLOCKED lvl 2

Impale a target for **250%** *weapon damage.*
- Costs **25** Hatred.

Impale is a dreadfully powerful attack that's ideal against isolated threats. Line up your shot and watch as it deals terrific damage in an instant. Few enemies can withstand multiple Impale shots fired in quick succession. This is an important skill to have on hand, particularly heading into a boss battle or wherever enemies attack in smaller numbers. It's also a premiere single-target DPS attack that will serve you well on higher difficulties, particularly once your Critical Hit Chance increases.



Few enemies can withstand the power of Impale!

RUNES

Impact is one of the first runes you unlock for a skill that maintains the skill's heavy DPS while adding an element of control. The addition of Knockback and temporary stun is a tremendous boon to Impale. **Chemical Burn** adds a Bleed effect to the skill and is a fine alternative to Impact, particularly against major foes that are immune to stun and Knockback. Players with a very high Critical Hit Chance will want to slot **Grievous Wounds** as soon it is unlocked. **Overpenetration** is worth slotting when entering a dungeon or negotiating the tight walkways of the Skycrown Battlements, where the enemies often line up to attack. **Awareness** maintains the single-target DPS focus of the base attack, but adds an AOE defensive measure that transforms the skill into one with near-universal application.

Impact
Unlocked: Level 7
Impale has a **65%** chance to knock the target back and Stun it for **1.5** seconds.

Chemical Burn
Unlocked: Level 15
Your target will also Bleed for **125%** weapon damage as Physical over **2** seconds.

Overpenetration
Unlocked: Level 28
The knife will pierce through all enemies in a straight line.

Awareness
Unlocked: Level 53
After the initial throw, release multiple blades centered on you, dealing **75%** weapon damage to all enemies within **10** yards.

Grievous Wounds
Unlocked: Level 58
Gain **100%** additional damage to critical hits.

ACTIVE SKILLS: MOUSE SKILLS: SECONDARY

RAPID FIRE

UNLOCKED lvl 5

Rapidly fire for **228%** *weapon damage as Physical.*
- Costs **20** Hatred initially, and an additional **10** Hatred while channeling.

Rapid Fire effectively converts the Demon Hunter's crossbow into a fully-automatic ballista. Hold the right mouse button to fire an endless stream of arrows at a cost of roughly 20 Hatred per second. The arrows don't hit for much weapon damage individually, but the skill fires so many arrows at such a high rate that the net gain is a much higher damage-per-second attack.

The Demon Hunter can fire three arrows at close range before the first even hits the target!

RUNES

Web Shot is perfect for keeping a pack of fast-charging enemies at bay, as every shot dramatically slows enemy movement for 1 second. Spray your Rapid Fire arrows in a sweeping motion across the enemy front to halt their advance. **Fire Support** launches three homing rockets every second while you channel Rapid Fire. The rockets can be made even more effective by slotting the Ballistics passive skill. **High Velocity** adds Poison to the arrows along with a 40% chance to pierce enemies. **Bombardment** transforms the skill into a potent AOE attack by launching a steady stream of grenades instead of arrows. Grenades explode for heavy damage—nearly 3x weapon damage—and all within a 4-yard radius! Target foes in a sweeping motion to spray the grenades across a wider area when dealing with large packs of enemies in the open.

Withering Fire
Unlocked: Level 11
Reduces the initial Hatred cost to **5**, and ignites your arrows, causing them to deal Fire damage.

Web Shot
Unlocked: Level 19
Slow the movement of affected targets by **80%** for **1** second.

Fire Support
Unlocked: Level 32
While channeling Rapid Fire, launch **3** homing rockets every second. Each rocket deals **35%** weapon damage as Physical to nearby targets.

High Velocity
Unlocked: Level 45
Fire Poison arrows that have a **40%** chance to pierce through enemies.

Bombardment
Unlocked: Level 56
Rapidly fire grenades instead of arrows for **276%** weapon damage as Fire to all enemies within a **4**-yard radius.

ACTIVE SKILLS: MOUSE SKILLS: SECONDARY

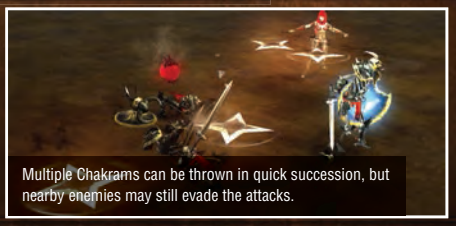
CHAKRAM

UNLOCKED lvl 12

Fire a swirling Chakram that does **150%** *weapon damage as Physical to enemies along its path.*

- Costs **10** Hatred.

The individual Chakram flies in an irregular pattern away from the Demon Hunter, drawing circles in the air as it slices into the distance at chest level. It has no cooldown and multiple Chakrams can be thrown in quick succession, provided you have enough Hatred. The Chakram grows in strength as the Demon Hunter levels up, but there's no getting around its built-in inaccuracy. Enemies directly ahead of the Hero can nonetheless slip past without being hit. Despite the relatively low Hatred cost, this is a skill that all but requires a rune just to reduce the inaccuracy.



Multiple Chakrams can be thrown in quick succession, but nearby enemies may still evade the attacks.

RUNES

Twin Chakrams not only increases the total damage dealt (if both Chakrams hit the same target), but also boosts the chance of scoring a hit in the first place. Enemies will have a tougher time avoiding the Chakram when there are two of them being thrown each time you attack! **Serpentine**, **Razor Disk**, and **Boomerang** each modify the damage and flight path of the Chakram while adding Poison, Arcane, and Lightning damage, respectively. Experiment with them to see which you like best. **Shuriken Cloud** shifts the Chakram skill to one that is more defensive in nature. With this rune slotted, the Demon Hunter is surrounded by spinning Chakrams for two minutes that slash away at enemies that get too close.

Twin Chakrams

Unlocked: Level 18

A second Chakram mirrors the first. Each Chakram deals **100%** weapon damage as Physical.

Serpentine

Unlocked: Level 26

The Chakram follows a slow curve, dealing **203%** weapon damage as Poison to enemies along the path.

Razor Disk

Unlocked: Level 34

The Chakram spirals out from the targeted location, dealing **165%** weapon damage as Arcane to enemies along the path.

Boomerang

Unlocked: Level 48

The Chakram path turns into a loop, dealing **188%** weapon damage as Lightning to enemies along the path.

Shuriken Cloud

Unlocked: Level 57

Surround yourself with spinning Chakrams for **120** seconds, dealing **48%** weapon damage per second as Physical to nearby enemies.

ACTIVE SKILLS: MOUSE SKILLS: SECONDARY

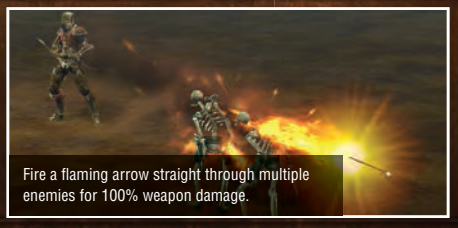
ELEMENTAL ARROW

UNLOCKED lvl 20

Shoot an elemental charged arrow that deals **155%** *weapon damage as Fire damage to all targets it passes through.*

- Costs **10** Hatred.

Elemental Arrow is another potent skill that can pierce through multiple enemies in a straight line. Although it's not as effective against enemies with Fire resistance, runes can be slotted to alter the skill's elemental affinity. Consider the situation and the likelihood of hitting multiple enemies before assigning it to your right mouse button, as it may be better spent with Impale or a different attack if there aren't many enemies being funneled to your position.



Fire a flaming arrow straight through multiple enemies for 100% weapon damage.

RUNES

Ball Lightning serves as a good replacement to the Fire damage of the base skill when dealing with large groups of enemies in a spread formation. Ball Lightning can electrocute and harm even those foes that avoid the arrow, so long as they aren't too far away. **Frost Arrow** allows each arrow fired to split into multiple arrows, damaging and slowing the movement of multiple enemies per attack. **Screaming Skull** maintains the skill's normal behavior, but adds the chance to temporarily invoke fear in some enemies. Having several of the enemies flee in panic can prove to be a life-saver when backed into a corner. **Nether Tentacles** returns damage dealt along the arrow's path as Life. The 3% kick-back can really add up in crowded areas.

Ball Lightning

Unlocked: Level 24

Fire a slow moving arrow that electrocutes enemies along its path for **155%** weapon damage as Lightning.

Frost Arrow

Unlocked: Level 29

Fire a Frost arrow that splits into multiple arrows after hitting its target, dealing **170%** weapon damage as Cold. Affected enemies have their movement speed slowed by **60%** for **1** second.

Screaming Skull

Unlocked: Level 36

Grants a **35%** chance to shoot a skull that will fear affected enemies for **2** seconds.

Lightning Bolts

Unlocked: Level 43

Fire electrified bolts that stun enemies for **1.5** seconds when they critically hit.

Nether Tentacles

Unlocked: Level 59

Shadow Tentacles deals **155%** weapon damage to enemies along its path and returns **3%** of damage dealt as Life to you.

ACTION BAR SKILLS (#1): DEFENSIVE

CALTROPS

UNLOCKED lvl 4

Lay a trap of caltrops on the ground that activates when an enemy approaches. Once sprung, the caltrops slow the movement of enemies within **12** *yards by* **60%**. *This trap lasts* **6** *seconds.*

- Costs **8** Discipline.

Named after an antique form of non-explosive landmine designed to puncture the feet of pursuers, the Demon Hunter's Caltrops spring open and slow the movement of all enemies within 12 yards. Caltrops are indispensable for a Hero like the Demon Hunter, who excels at ranged combat and needs to keep fast-moving enemies at a distance. Lay down the Caltrops then back away and open fire. The speed reduction should last long enough to kill all but the toughest of foes.

The Demon Hunter can lay down multiple Caltrops at once, effectively slowing several enemies.

RUNES

Torturous Ground doesn't just increase the degree to which enemies are slowed, but also immobilizes them for 2 seconds. This is extremely effective against large groups of monsters, and when facing a Rare or pack of Champions. **Jagged Spikes** maintains the base skill's primary function, but causes the Spike Trap to also inflict a moderate amount of damage to those snared by it. Use multiple Spike Traps with Jagged Spikes to catch a large number of enemies, then follow up the attack with Rain of Vengeance or other AOE attack! **Carved Stakes** lowers the Discipline cost enough to make it possible to deploy as many as five Spike Traps at once instead of the typical three! **Bait the Trap** yields an increase to your Critical Hit Chance. Place one or two Spike Traps down near the enemies, back away, then place a third down and stand inside it while you take aim.

Hooked Spines

Unlocked: Level 12
Increase the slowing amount to **80%**.

Torturous Ground

Unlocked: Level 18
When the trap is sprung, all enemies in the area are immobilized for **2** seconds.

Jagged Spikes

Unlocked: Level 28
Enemies in the area also take **45%** weapon damage.

Carved Stakes

Unlocked: Level 41
Reduce the cost of Caltrops to **6** Discipline.

Bait the Trap

Unlocked: Level 54
Become empowered while standing in the area of effect, gaining an additional **10%** Critical Hit Chance with all attacks.

ACTION BAR SKILLS (#1): DEFENSIVE

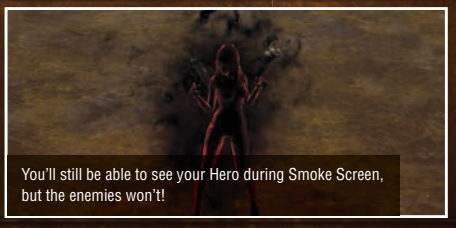
SMOKE SCREEN

UNLOCKED lvl 8

Vanish behind a wall of smoke, becoming momentarily invisible for **3** *seconds.*

- Costs **15** Discipline.

Not even the minions of hell can hit what they can't see. And they won't be able to see the Demon Hunter once she's gone invisible. Vanish in a cloud of smoke to escape a sticky situation, collect nearby health globes, or simply run far away without being attacked from behind. Smoke Screen's effects don't last for long, so have a plan ready before performing this skill; otherwise, you could waste the 24 Discipline the skill costs. Of course, you can always perform the skill again if you have enough Discipline saved, thereby buying yourself 6 more seconds of invisibility. Smoke Screen is particularly helpful when playing cooperatively, as it allows the Demon Hunter to slip into the fray to revive a downed ally.



You'll still be able to see your Hero during Smoke Screen, but the enemies won't!

RUNES

Displacement increases movement speed while Smoke Screen is activated and could make a big difference when trying to rescue a fallen ally or escape a near-death situation. **Lingering Fog** increases the duration of the effect by 33%, thus reducing the likelihood that you'll need to cast Smoke Screen twice in quick succession. **Breathe Deep** gives you a reason to cast Smoke Screen even when not facing significant threat—activate it whenever you're in need of a quick 60 Hatred. **Choking Gas** leaves a deadly fog for the enemies you're fleeing. Draw them in, then use Smoke Screen to leave them in a cloud of gas that deals damage over time.

Displacement

Unlocked: Level 14
Gain **35%** movement speed when activated.

Lingering Fog

Unlocked: Level 23
Increase the duration of the effect to **4** seconds.

Breathe Deep

Unlocked: Level 33
While invisible, you gain **20** Hatred per second.

Special Recipe

Unlocked: Level 44
Reduce the cost to **21** Discipline.

Choking Gas

Unlocked: Level 59
Leave behind a cloud of gas that deals **70%** weapon damage per second as Physical to enemies in the area for **5** seconds.

ACTION BAR SKILLS (#1): DEFENSIVE

SHADOW POWER

UNLOCKED lvl 16

Draw in the power of the shadows, gaining **20%** *of all damage done as Life for* **3** *seconds.*
- Costs **20** Discipline.

Shadow Power allows the Demon Hunter to draw upon the energy of the shadows to heal through the damage she inflicts on others. Activate Shadow Power immediately prior to launching a barrage of AOE attacks to gain 20% of the damage done to each of the targets hit back in the form of Life. Make sure you have plenty of Hatred on hand to fuel the skills you'll likely be attacking with and unleash Shadow Power whenever Life is running low and there are no available health globes. Shadow Power is most effective against large groups of enemies or, if your Critical Hit Chance is very high, when targeting a single enemy with a high DPS attack like Impale.

The purple glow of these arcane wings let you know Shadow Power is active.

RUNES

Night Bane adds significant Hatred regeneration for the 3 seconds that Shadow Power is active, allowing you to further fuel those attacks that you'll be using to gain as much Life as possible. **Blood Moon** increases the amount of Life gained by 50% and is tremendously helpful on higher difficulties. Shadow Power lasts for only three seconds, but **Gloom** can provide dramatic level of damage reduction in addition to returning a portion of damage as Life. **Shadow Glide** helps the Demon Hunter by increasing movement speed while Shadow Power is active. Activate Shadow Power, quickly launch a major attack to regain Life, then use Shadow Glide's increased movement speed to dash to safety.

Night Bane
Unlocked: Level 21
Gain an additional **15** Hatred per second while Shadow Power is active.

Blood Moon
Unlocked: Level 29
Increases damage done as Life to **30%**.

Well of Darkness
Unlocked: Level 37
Reduces Discipline cost to **16**.

Gloom
Unlocked: Level 51
Reduce incoming damage by **65%** while Shadow Power is active.

Shadow Glide
Unlocked: Level 58
Gain **40%** bonus to movement speed while Shadow Power is active

ACTION BAR SKILLS (#2): HUNTING

VAULT

UNLOCKED lvl 9

Tumble acrobatically **35** *yards.*
- Costs **10** Discipline.

The Demon Hunter has split resources for a reason, and one of them is the Vault skill. This evasive maneuver is of vital importance against boss enemies and for use wherever there are large numbers of enemies in a small space. Vault allows the Demon Hunter to use her acrobatic skills to quickly put distance between herself and the monsters in pursuit.

The shadowy Demon Hunter can instantly tumble out of harm's way with the Vault skill.

RUNES

Pay close attention to how you use Vault before considering the **Acrobatics** rune. Those who find themselves using Vault multiple times in quick succession will want to steer clear of this rune. **Rattling Roll** allows the Demon Hunter to Vault into a group of enemies, knock them back and stun them, then quickly Vault away or launch follow-up attacks. **Tumble** makes it possible to Vault twice in quick succession for just 15 Discipline instead of 20. Although Vault is commonly used as a way to escape the enemy horde, **Trail of Cinders** sets enemies along the path aflame. Equip this rune, allow your Discipline pool to fill, then Vault a zigzag path through a mass of hellspawn to set numerous foes on fire.

Action Shot
Unlocked: Level 16
As you travel, shoot arrows for **75%** weapon damage at nearby targets.

Rattling Roll
Unlocked: Level 23
All enemies within **8** yards of your destination are knocked back and stunned for **1.5** seconds.

Tumble
Unlocked: Level 33
After using Vault, your next Vault within **6** seconds has its Discipline cost reduced by **50%**.

Acrobatics
Unlocked: Level 38
Removes the Discipline cost, but adds a **15**-second cooldown.

Trail of Cinders
Unlocked: Level 49
Ignite with fire, dealing **100%** weapon damage as Fire to everything along your path.

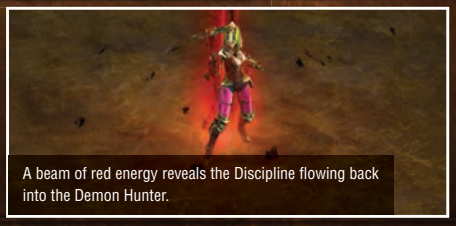
ACTION BAR SKILLS (#2): HUNTING

PREPARATION

UNLOCKED lvl 13

Instantly restore all Discipline.
- Cooldown **45** seconds.

Rather than require a resource to use, Preparation actually replenishes all of the Demon Hunter's Discipline. It's just one of two skills that carries a cooldown—it can only be used once every 45 seconds. Preparation is especially helpful for deploying a Sentry, performing Vault, and activating other Discipline-based skills. Unlike Hatred, Discipline replenishes rather slowly, making this an important skill to learn. The lengthy cooldown requires you to cast it only when you truly need it; otherwise, you may find yourself low on Discipline at the wrong time.



A beam of red energy reveals the Discipline flowing back into the Demon Hunter.

RUNES

Invigoration allows you to enjoy the benefits of 40 Discipline for 5 seconds after using Preparation. Consider your skill choice carefully before selecting this rune or you may not actually be in position to take advantage of it. **Punishment** flips the skill's behavior and allows you to spend 20 Discipline in exchange for instantly regaining all Hatred. As with Invigoration, pay close attention to your skill selection, usage, and how often you run out of each resource before selecting either of these runes. **Battle Scars** heals the Demon Hunter 60% of maximum Life each time Preparation is used. **Focused Mind** increases the amount of Discipline that is restored, but spreads it out over time (as opposed to Invigoration's temporary resource pool increase). This makes it possible to string Discipline-heavy skills together over time without having to use your extra Discipline inside of 5 seconds as you would with Invigoration.

Invigoration
Unlocked: Level 19
Increase maximum Discipline by **10** for **5** seconds when using Preparation.

Punishment
Unlocked: Level 25
Restore all Hatred for **20** Discipline. Preparation has no cooldown

Battle Scars
Unlocked: Level 35
Regain **60%** Life when using Preparation.

Focused Mind
Unlocked: Level 44
Gain **45** Discipline over **15** seconds, restoring it immediately.

Backup Plan
Unlocked: Level 52
There is a **30%** chance that Preparation's cooldown will not be triggered.

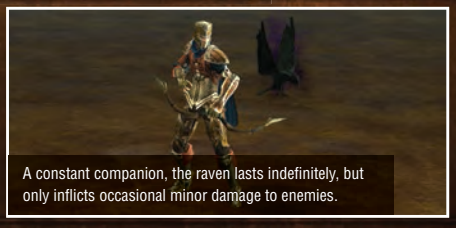
ACTION BAR SKILLS (#2): HUNTING

COMPANION

UNLOCKED lvl 17

Summon a raven companion that will periodically peck at your enemies for **36%** *of your weapon damage as Physical.*
- Costs **10** Discipline.

Why should the Witch Doctor have all the pets? Summon a Companion to periodically attack enemies. The Raven doesn't inflict much damage, but it's a very cheap skill to cast, the effect lasts indefinitely, and a little extra damage is sometimes all it takes to finish off an enemy. Enemies killed by the Companion still have a chance to drop a health globe or loot.



A constant companion, the raven lasts indefinitely, but only inflicts occasional minor damage to enemies.

RUNES

Spider Companion doesn't yield a Companion that can inflict heavy damage, but its bites do slow victim's movement considerably for two seconds. **Bat Companion** helps to increase your Hatred regen by 3 Hatred per second, a considerable amount! **Boar Companion** offers a middle ground between the standard Raven Companion and the Wolf Companion. It doesn't inflict as much damage as the wolf, but the Companion stays with you much longer. **Ferret Companion** collects gold and increases the amount of gold found on monsters. The increase to your gold find percentage may not sound significant, but every little bit counts when saving up for repair costs on Hell and Inferno difficulty. **Wolf Companion** yields a potent ally to fight by your side for 25 seconds. Wolf Companion is particularly useful against a pack of Champions or if you simply need some help with a number of fast-moving enemies that have you surrounded.

Spider Companion
Unlocked: Level 22
Summon a spider instead of a raven. The spider's attacks also Slow the movement of enemies by **60%** for **2** seconds.

Bat Companion
Unlocked: Level 29
Summon a bat instead of a raven. The bat grants you **3** Hatred per second.

Boar Companion
Unlocked: Level 41
Summon a boar instead of a raven. The boar's attacks hit all enemies in an area.

Ferret Companion
Unlocked: Level 49
Summon ferrets instead of a raven. The ferrets collect gold for you and increase gold found on monsters by **10%**.

Wolf Companion
Unlocked: Level 59
Summon a wolf for **25** seconds instead of a raven. The wolf attacks for **72%** of your weapon damage as Physical.

ACTION BAR SKILLS (#2): HUNTING

MARKED FOR DEATH

UNLOCKED lvl 21

Marks an enemy, who will take **12%** *additional damage for the next* **30** *seconds.*

- Costs **6** Discipline.

Target the toughest enemy in the group and hit him with Marked for Death to gain a nice damage boost while attacking him. This is a particularly worthwhile skill to use against Rares and Champions, as well as boss enemies. Focus your subsequent attacks on the enemy you Marked for Death; otherwise, it will be wasted. Allies also benefit from the effects, so make sure your teammates know that you have this equipped so they don't unleash costly skills before you deploy Marked for Death. This skill has a very low Discipline cost and can be recast as soon as the 30 seconds duration expires.

Target the enemy ring leader with Marked for Death to make him that much easier to kill.

RUNES

Contagion is an excellent rune to slot as soon as it's unlocked as the ability to cast Marked for Death once and have it spread repeatedly to targets as you kill them (inside of the initial 30 seconds) is a remarkable return on your small investment of 6 Discipline. This is ideal while playing cooperatively, since you'll have even more of a chance to spread the effect to numerous enemies. **Valley of Death** shifts this single-target skill to one that impacts all enemies in a targeted area. The effect doesn't last as long, but it's effective against large groups of enemies. Target the area, then unleash an AOE attack to take advantage of the rune. **Mortal Enemy** helps to generate Hatred through all of the attacks you aim at the Marked target. **Death Toll** returns a small amount of damage dealt to the Marked target as Life. Maximize this bonus against boss enemies.

Contagion

Unlocked: Level 27

When the target is killed, the ability spreads to **2** other nearby targets. This effect can chain repeatedly.

Valley of Death

Unlocked: Level 31

Mark an area on the ground **12** yards wide for **15** seconds. Enemies in the area take **12%** additional damage.

Grim Reaper

Unlocked: Level 39

An additional **12%** of damage done to the target is also divided among all enemies within **20** yards.

Mortal Enemy

Unlocked: Level 48

Attacks you make against the marked target generate **3** Hatred.

Death Toll

Unlocked: Level 60

Heal attackers by **1%** of the damage done to the marked target.

ACTION BAR SKILLS (#3): DEVICES

EVASIVE FIRE

UNLOCKED lvl 14

Shoot for **125%** *weapon damage. If an enemy is in front of you at close range, you will also backflip away* **15** *yards.*

- Generates **4** Hatred.
- Costs **4** Discipline if you backflip.

This is a very inexpensive and potentially life-saving skill that allows the Demon Hunter to not only inflict greater damage than normal (nearly as much as a critical hit), but also effortlessly flee from a nearby enemy. Evasive Fire responds very quickly and has no cooldown, making it possible to rapidly shoot for 125% weapon damage while generating a small amount of Hatred. The Demon Hunter will automatically backflip away from the enemy for a cost of 4 Discipline if the target is nearby.

The shadowy Demon Hunter flips to safety after hitting this skeleton with Evasive Fire.

RUNES

Parting Gift leaves behind a poison bomb that damages all within 12 yards whenever the backflip portion of this skill is triggered. This can add a new element to hit-and-run tactics. **Covering Fire** doesn't alter the skill's evasive maneuver, but allows the Demon Hunter to hit up to three targets with each attack, essentially tripling the initial damage of the skill. **Displace** makes it easier to forfeit Vault as your defensive skill of choice (unless playing Elective Mode) by doubling the backflip distance to 30 yards. **Surge** transforms Evasive Fire's attack to do Lightning damage while halving the Discipline cost of the backflip. This may not sound significant, but it makes it far easier to link this skill with other Discipline-based skills. Furthermore, by spending only 2 Discipline to backflip, you virtually assure yourself of always having enough to perform the skill when you need it most.

Shrapnel

Unlocked: Level 21

Shoot exploding bolts that also deal **30%** weapon damage as Fire to all enemies within **6** yards of the primary target.

Parting Gift

Unlocked: Level 26

Whenever a backflip is triggered, leave a poison bomb behind that explodes for **45%** weapon damage as Poison in a **12**-yard radius after **1.2** seconds. Turns Evasive Fire into Poison Damage.

Covering Fire

Unlocked: Level 34

Shoot a spread of bolts that hits up to **3** targets for **125%** weapon damage each.

Displace

Unlocked: Level 42

Increase the distance of the backflip to **30** yards.

Surge

Unlocked: Level 53

Reduces the cost of the backflip to **2** Discipline. Turns Evasive Fire into Lightning damage.

ACTION BAR SKILLS (#3): DEVICES

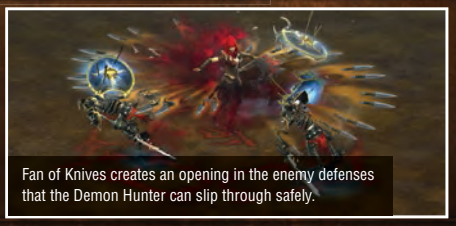
FAN OF KNIVES

UNLOCKED lvl 17

Throw knives out in a spiral around you, doing **320%** *weapon damage to all enemies within* **10** *yards of you. Your knives will also slow the movement of enemies by* **60%** *for* **2** *seconds.*

- Costs **20** Hatred.
- Cooldown of 10 seconds.

Fan of Knives is a valuable skill to have on hand for those unfortunate times when the enemies appear to have you surrounded. The attack strikes for considerable damage and also throws enemies off-balance, slows them down, and gives the Demon Hunter an opportunity to burst free. Fan of Knives is a valuable defensive skill that can often net a much-needed health globe in times of crisis.



Fan of Knives creates an opening in the enemy defenses that the Demon Hunter can slip through safely.

RUNES

Retaliate increases the damage dealt by the whirling blades, but only strikes the enemies if the Demon Hunter is attacked within 10 seconds after Fan of Knives is activated. Trigger this skill whenever an unavoidable mass of enemies is about to surround you. **Hail of Knives** doubles the radius of the base attack and shifts the skill from one that is purely defensive to a slightly more offensive nature. **Fan of Daggers** yields a high chance to stun enemies for two seconds. Considering how many enemies you can possibly Stun, this is a worthwhile rune to slot both when alone and when playing cooperatively. **Assassin's Knives** add long-range knives to the original Fan of Knives that attack more distant enemies for less damage.

Crippling Razors

Unlocked: Level 24
Increase the slow amount to **80%** for **2** seconds.

Retaliate

Unlocked: Level 32
Surround yourself with whirling blades that deal **464%** weapon damage to all enemies if you are struck in the next **10** seconds.

Hail of Knives

Unlocked: Level 41
Increase the radius to damage all enemies within **20** yards.

Fan of Daggers

Unlocked: Level 50
Imbue your knives with a **65%** chance to stun enemies for **2** seconds.

Assassin's Knives

Unlocked: Level 59
Throw long-range knives that deal **70%** weapon damage to **5** additional targets.

ACTION BAR SKILLS (#3): DEVICES

SPIKE TRAP

UNLOCKED lvl 17

Lay a trap that arms after **1.2** *seconds and triggers when an enemy approaches. The trap does* **275%** *weapon damage to all enemies within* **8** *yards. You can have a maximum of* **3** *Spike Traps active at a time.*

- Costs **30** Hatred.

Deploy a Spike Trap that works as a proximity mine, only detonating when an enemy gets close. This skill essentially combines the behavior of Caltrops and Grenades and gives the Demon Hunter an excellent way to guard the rear. Try leading enemies through doorways and place Spike Traps at the narrow opening. Similarly, place a series of Spike Traps more than 8 yards apart down the length of a narrow corridor, then lure enemies to chase after you to their doom.

Up to three Spike Traps can be set at once. They won't detonate until an enemy approaches.

RUNES

Bandolier makes it possible to deploy as many as six Spike Traps simultaneously. Take into account the architecture of your surroundings, along with the likely path of the enemies, then lead them right into your traps. **Sticky Trap** can be a lot of fun to use—and quite effective—when facing down a large group of enemies or a Rare and its minions. Try placing the Sticky Trap on the lesser foes that can be easily killed in order to guarantee detonation of the bomb. Just make sure you deliver the fatal blow while it's near the more resilient enemy. **Long Fuse** increases the arming time by nearly a full second, but also dramatically boosts the damage inflicted. **Lightning Rod** causes the trap to release a pulse of Lightning that deals considerable damage to as many as three targets.

Bandolier

Unlocked: Level 27
Increase the maximum number of traps that can be out simultaneously to **6**.

Sticky Trap

Unlocked: Level 30
Plant a bomb on an enemy rather than on the ground. If the target dies within **30** seconds, the trap explodes, dealing **404%** weapon damage to all enemies within **8** yards.

Long Fuse

Unlocked: Level 39
Increases the arming time to **2** seconds, but increases damage to **371%** weapon damage.

Lightning Rod

Unlocked: Level 46
When the trap is triggered, it releases a pulse of lightning that will bounce to up to **3** enemies for **275%** weapon damage as Lightning.

Scatter

Unlocked: Level 55
Simultaneously place all **3** traps.

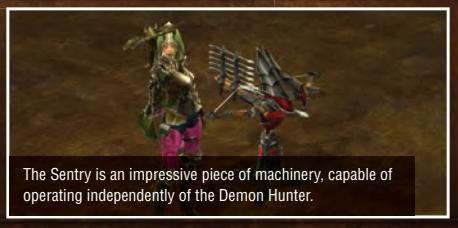
ACTION BAR SKILLS (#3): DEVICES

SENTRY

UNLOCKED lvl 25

Drop a turret on the ground. The turret begins firing at nearby enemies for **20%** *of weapon damage. Lasts for* **20** *seconds.*
- Costs **10** Discipline.

The life of a Demon Hunter can be a lonely one, but that doesn't mean she can't call upon an automated Sentry to aid her in combat! The Sentry only hits for 20% weapon damage, but it fires at a fast rate and automatically targets nearby threats. Best of all, it costs only 10 Discipline—that's just 0.5 Discipline per second! Sentry is a useful skill that you can call upon whenever you need some extra firepower, and really comes into its own once the corresponding runes have been unlocked. It's particularly effective in narrow spaces and doorways where enemies are forced to line up against it.



The Sentry is an impressive piece of machinery, capable of operating independently of the Demon Hunter.

RUNES

Spitfire Turret mixes in homing rockets with its normal arrow attacks. This is a real bonus once the Ballistics passive skill is unlocked. **Vigilant Watcher** increases the duration of the Sentry by 50% and can really make a difference against large hordes, packs of Champions, and in conserving your Discipline. **Chain of Torment** is good against groups of enemies, provided the Demon Hunter can flank the enemies and drag the chain through them. This works well if you have an ally to draw some of the enemies' attention while you skirt them with the chain. Both **Aid Station** and **Guardian Threat** can really help allies as long as they remain in close proximity to the Sentry.

Spitfire Turret
Unlocked: Level 28
The turret will also fire homing rockets aimed at random nearby targets for **8%** weapon damage as Fire.

Vigilant Watcher
Unlocked: Level 36
Increases duration of the turret to **30** seconds.

Chain of Torment
Unlocked: Level 45
Create a tether between you and the Sentry that does **48%** weapon damage per second to every enemy it touches.

Aid Station
Unlocked: Level 52
Heals nearby allies for **1.0%** of their maximum Life per second.

Guardian Turret
Unlocked: Level 60
The turret also creates a shield that reduces damage taken by allies by **15%**.

ACTION BAR SKILLS (#4): ARCHERY

STRAFE

UNLOCKED lvl 19

Shoot at random nearby enemies for **120%** *weapon damage while moving at* **65%** *of normal movement speed.*
- Costs **15** Hatred per second.

Strafe is a potent attack to use against multiple enemies. It combines aspects of Rapid Fire with Smoke Screen. The Demon Hunter turns shadowy and appears to gain a twin as she moves in a straight line, firing her crossbows at three random targets per second. In its basic form, this particular skill has a certain amount of randomness to it, but this does little to diminish the overall effectiveness of the attack.

The Demon Hunter rotates along a straight path, firing random shots at nearby enemies.

RUNES

Equilibrium provides a significant increase to the Demon Hunter's rate of fire while Strafing, which certainly helps to increase the offensive capability of this skill. **Drifting Shadow** boosts the Demon Hunter's movement speed to that of her normal run speed. This helps to transform Strafe into both an attack and an evasive maneuver; it's a chance to attack while fleeing. **Rocket Storm** causes rockets to fire periodically during the Strafe. Consider equipping the Ballistics passive skill if selecting this rune. **Demolition** transforms the attack from arrows to bouncing grenades. This shift not only increases the damage output, but also makes the skill far more effective at delivering AOE damage.

Equilibrium
Unlocked: Level 24
Increases rate of fire while using Strafe by **20%**.

Stinging Steel
Unlocked: Level 27
Throw out knives rather than arrows that do an extra **100%** damage on successful critical hits.

Drifting Shadow
Unlocked: Level 29
Movement speed increases to **100%** of normal running speed when strafing.

Rocket Storm
Unlocked: Level 50
In addition to regular firing, deploy homing rockets for **60%** weapon damage as Fire.

Demolition
Unlocked: Level 56
Toss bouncing grenades that explode for **144%** weapon damage to targets within **9** yards.

ACTION BAR SKILLS (#4): ARCHERY

MULTISHOT

UNLOCKED lvl 22

Fire a massive volley of arrows, dealing **115%** *weapon damage to all enemies in the area.*
- Costs **15** Hatred.

Multishot allows the Demon Hunter to damage a large number of enemies with a single attack. The arrows spread out to hit just about everything in a surprisingly wide arc in front of the Demon Hunter. The fact that the attack strikes for 115% weapon damage is a huge bonus, even without a rune. This skill is sure to become a staple in the Demon Hunter's repertoire once it's unlocked.

Multishot is worth every bit of the 15 Hatred it costs to fire!

RUNES

Burst Fire causes a shock pulse to discharge whenever Multishot is used. The pulse damages those enemies near the Demon Hunter, regardless of the direction of her aim, thereby adding a defensive component to the attack. **Suppression Fire** transforms Multishot into a top-notch source of Discipline; fire at a crowd of enemies and watch the Discipline meter fill in seconds! **Full Broadside** doesn't alter the mechanics of the skill, but it does boost the attack damage by one-third! **Arsenal** adds rockets to the base Multishot attack, causing additional damage to nearby enemies with each use of the skill. Like other runes that fire rockets, it pays to equip the Ballistics passive skill to double their effectiveness.

Fire at Will
Unlocked: Level 26
Cost reduced to **10** Hatred. Deals **115%** weapon damage as Lightning.

Burst Fire
Unlocked: Level 31
Every time you fire, generate a shock pulse that damages nearby enemies for **45%** weapon damage as Arcane.

Suppression Fire
Unlocked: Level 39
Every enemy hit grants **1** Discipline.

Full Broadside
Unlocked: Level 46
Increase the damage of Multishot to **150%** weapon damage.

Arsenal
Unlocked: Level 55
Every use also fires **3** rockets at nearby enemies that deal **40%** weapon damage as Fire each.

ACTION BAR SKILLS (#4): ARCHERY

CLUSTER ARROW

UNLOCKED lvl 27

Fire a Cluster arrow that explodes for **200%** *weapon damage as Fire into a series of additional miniature bombs that explode for* **100%** *weapon damage as Fire each.*
- Costs **50** Hatred.

Cluster Arrow is great against groups of enemies that are huddled together in a tight space. The initial attack deals 200% weapon damage to the targeted foe, then the five miniature bombs deploy and explode for additional damage across a small area. The blast radius isn't large, so save this attack for enemies in close proximity to one another or very large packs of enemies.

The initial explosion releases a series of mini-bombs that damage nearby enemies.

RUNES

Dazzling Arrow takes one of the Demon Hunter's premier offensive skills and adds a high chance to temporarily stun. This is a tremendous boost to the skill. **Maelstrom** replaces the miniature bombs with a cloud of shadow energy that returns a percentage of the damage it inflicts as Life. This rune lowers the overall DPS of the skill, but can make a big difference for Heroes with low Life Regen. Slot **Cluster Bombs** when exploring dungeons and other narrow interiors to maximize your chances of hitting enemies with the straight-line bombing pattern. **Loaded for Bear** maintains the base skill's behavior, but increases the damage of the initial explosion by 45%, making this an excellent DPS attack to use against a single target or a Rare and its nearby minions.

Dazzling Arrow
Unlocked: Level 33
Enemies hit by grenades have a **55%** chance to be stunned for **2** seconds.

Shooting Stars
Unlocked: Level 36
Instead of releasing grenades, shoots up to **3** rockets at nearby enemies, dealing **175%** weapon damage as Physical each.

Maelstrom
Unlocked: Level 41
Instead of releasing grenades, the cluster releases shadow energy that deals **145%** weapon damage as Physical to nearby enemies. You will gain **4%** of the damage done as Life.

Cluster Bombs
Unlocked: Level 49
Launch the cluster through the air, dropping several bombs in a straight line that explode for **230%** weapon damage as Fire each.

Loaded for Bear
Unlocked: Level 58
Increases the damage of the explosion at the impact location to **290%** weapon damage as Fire.

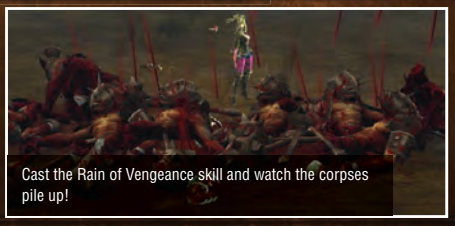
ACTION BAR SKILLS (#4): ARCHERY

RAIN OF VENGEANCE

UNLOCKED lvl 30

Fire a massive volley of arrows around you. Arrows fall from the sky, dealing **75%** *weapon damage for* **5** *seconds to all enemies in the area.*
- Cooldown **30** seconds.

Rain of Vengeance is the single most devastating AOE attack in the Demon Hunter's repertoire. Simply draw the enemies in close, then trigger Rain of Vengeance to watch an astonishingly lengthy barrage of arrows fall from the sky and eviscerate the enemy forces. The arrows drop at random across a wide area around you and each enemy in that area is all but guaranteed to get hit multiple times for 91% weapon damage per second during the volley.



Cast the Rain of Vengeance skill and watch the corpses pile up!

RUNES

Beastly Bombs replaces the skill's arrows with 20 bombs that fall across the targeted area, dealing heavy damage each. This is a fantastic way to ramp up the damage inflicted by the skill. It also allows you to quickly damage enemies in the targeted area without concern that they may flee before the volley concludes. The Shadow Beasts summoned by **Stampede** charge across the targeted area, inflicting damage while also knocking enemies back. This is a smart tactic if the mass of enemies gets too close, as it helps to put some separation between the Demon Hunter and her foes. **Anathema** is a cross between Beastly Bombs and the base skill because it increases the damage dealt, but spreads it out over a period of time—use this in areas where there is a steady stream of enemies approaching, or where you have a relatively stationary boss enemy. **Flying Strike** gives the Demon Hunter an attack that can inflict both heavy damage and crowd control.

Dark Cloud
Unlocked: Level 35
Launch a massive volley of guided arrows that rains down on enemies for **34%** weapon damage for **12** seconds.

Beastly Bombs
Unlocked: Level 40
Summon **20** Shadow Beasts to drop bombs on enemies, dealing **125%** weapon damage each.

Stampede
Unlocked: Level 47
Summon a wave of **10** Shadow Beasts to tear across the ground, knocking back enemies and dealing **75%** weapon damage each.

Anathema
Unlocked: Level 54
Summon a Shadow Beast that drops grenades from the sky for **10** seconds, dealing **115%** weapon damage.

Flying Strike
Unlocked: Level 60
A group of **8** Shadow Beasts plummet from the sky at a targeted location, dealing **60%** weapon damage each and stunning enemies for **2** seconds.

PASSIVE SKILL

THRILL OF THE HUNT

UNLOCKED lvl 10

Every **10** *seconds, your next bow attack will immobilize your target for* **3** *seconds.*

We know the Demon Hunter benefits from slowing an enemy; now imagine how useful it is to immobilize that foe! Unlike many skills, Thrill of the Hunt doesn't just have a chance to take effect—it works without fail each and every 10 seconds. This helps during intense battles against several enemies, just to stop a single foe and allow you to focus on others that are approaching. It's also possible to wait for the effect to kick in between battles knowing that you can immobilize the first enemy you target during the next encounter—great for stopping a Rare in its tracks, thereby allowing you 3 seconds of uninterrupted time to focus on its Minions.

PASSIVE SKILL

TACTICAL ADVANTAGE

UNLOCKED lvl 10

Whenever you use Vault, Smoke Screen, or backflip with Evasive Fire, you gain **60%** *movement speed for* **2** *seconds.*

Speed and agility are instrumental to the Demon Hunter's arsenal and Tactical Advantage helps ensure she's consistently one step ahead of the opposition. This passive skill may not be necessary on Normal difficulty (particularly during Acts I and II), but it will quickly prove itself invaluable at higher levels where the enemies are both swifter, more numerous, and tend to feature more ranged attacks.

PASSIVE SKILL

VENGEANCE

UNLOCKED lvl 13

Your maximum Hatred is increased by **25**. *In addition, gain* **20** *Hatred and* **2** *Discipline whenever you are healed by a health globe.*

Unlike the Barbarian and Monk, the Demon Hunter's twin resources regenerate naturally over time. The Vengeance passive skill helps nudge them along, adding Hatred and Discipline whenever a health globe is collected. Very few of the Demon Hunters skills have a cooldown period, thus making this passive skill all the more attractive. Gather up the health globes to further fuel your skills use. Just avoid collecting too many health globes while you have full Life, as you may not find them when you're low on Life and really need them. The increase to the maximum Hatred pool makes this skill all the more attractive.

PASSIVE SKILL

STEADY AIM

UNLOCKED lvl 16

As long as there are no enemies within **10** *yards, all damage is increased by* **20%**.

Steady Aim is particularly useful out in the fields, where there is typically more space to maneuver and it's easier to maintain a safe distance than inside dungeons. Use Steady Aim in conjunction with Vault and Evasive Fire to maintain at least 10 yards between you and the enemy. Steady Aim's effects enhance all of the Demon Hunter's attack skills, along with those slotted with runes.

PASSIVE SKILL

CULL THE WEAK

UNLOCKED lvl 20

Damage against slowed enemies increased by **15%**.

The Demon Hunter has a number of skills that slow down enemy movement, thus making Cull the Weak an attractive passive skill. Consider slotting Cull the Weak when using Entangling Shot, Caltrops, or any of the skills in which the runestone serves to slow enemy movement.

PASSIVE SKILL

NIGHT STALKER

UNLOCKED lvl 20

Critical hits have a chance to restore **2** *Discipline.*

The Demon Hunter's Discipline resource regenerates naturally, but at a very slow rate. Those with a high Critical Hit Chance can give it a nudge with the Night Stalker passive skill. Though helpful, there are only three slots to fill. Night Stalker should be chosen only if you routinely land critical hits and have the need for added Discipline. This is a skill that will likely deserve closer consideration on higher difficulty settings.

PASSIVE SKILL

BROODING

UNLOCKED lvl 25

As long as you have not taken damage in the last **3** *seconds, you gain* **1%** *of your maximum Life per second.*

To play as the Demon Hunter is to seek distance from your target, stay safely out of the fray, and attack from the periphery. It's nonetheless impossible to avoid all damage, and that's where Brooding comes in. Brooding is perfect for Demon Hunters with little Life regenerating equipment or applicable runes. Make the most out of it by advancing slowly after an intense battle to allow time for Brooding to kick in (note the icon above the action bar). Brooding works even if you're not moving—hang out in a quiet corner of the dungeon for a few seconds to recover Life whenever necessary.

PASSIVE SKILL

HOT PURSUIT

UNLOCKED lvl 27

Whenever you are at full Hatred, movement speed is increased by **15%**.

Speed and agility are important tools in the Demon Hunter's quiver, but only you can decide if it's worth giving up one of the few available passive skill slots for an occasional speed boost. This skill suits players who rely primarily on Hatred-generating attacks and those skills that draw from Discipline instead of Hatred; otherwise, you're unlikely to maintain the full Hatred supply needed to gain the movement bonus. Those looking for an increase to movement speed should consider either Hot Pursuit or Tactical Advantage, but not both.

PASSIVE SKILL

ARCHERY

UNLOCKED lvl 30

Gain a bonus based on the weapon type of your main hand weapon:
Bow: +15% increased damage. Crossbows: +50% Critical Hit Damage.
Hand Crossbows: +10% Critical Hit Chance.

It's important to understand that Archery's effects apply to all of your attacks. This means that even your skill attacks, such as the shots fired by your Sentry, will gain the bonus corresponding to the weapon held. Consider your current Critical Hit Chance and equipped weaponry when selecting the Archery skill. Those with an above-average Critical Hit Chance rating will benefit most from Archery if they are wielding a standard two-handed crossbow. Consider switching to the crossbow if you're not already using one to gain the most from this skill. Similarly, those with a lower Critical Hit Chance may opt to use hand crossbows to raise that rating.

PASSIVE SKILL

NUMBING TRAPS

UNLOCKED lvl 30

Enemies hit by Fan of Knives, Spike Trap, and Caltrops have their damage reduced by **25%** *for* **3** *seconds.*

Numbing Traps reduces the damage that enemies can inflict on the Hero for 3 seconds after being hit with the skills mentioned. This skill can really help the Demon Hunter defy the odds on higher difficulties, particularly when surrounded. It can really prove useful if, for example, you trigger Fan of Knives while surrounded by enemies. Fan of Knives and its various runes make for a valuable defense. Numbing Traps makes it (and Caltrops and Spike Trap) even better!

PASSIVE SKILL

PERFECTIONIST

UNLOCKED lvl 35

Reduces the Discipline cost of all skills by **20%**.

The Demon Hunter begins with only 30 Discipline points and most Discipline-based skills cost 10 to 20 Discipline each. Perfectionist reduces this cost by 20%, which is particularly helpful given Discipline's slower recharge rate. It's something to consider if you frequently use skills like Vault or Sentry. Together with Vengeance, you can almost guarantee that you won't run out of either Hatred or Discipline in all but the most dire of situations.

PASSIVE SKILL

CUSTOM ENGINEERING

UNLOCKED lvl 40

The duration of your Caltrops, Marked for Death, Spike Trap, and Sentry is increased by **100%**.

Doubling the duration of the selected skills offers a considerable bonus. It's worth considering this skill even if you only regularly use one or two of the skills affected. Your Caltrops and Spike Traps may tend to be sprung shortly after you set them down, but Custom Engineering is still effective for Sentry and Marked for the Death. Pairing this skill with Marked for Death is particularly useful during boss battles or when facing a pack of Champion enemies.

PASSIVE SKILL

GRENADIER

UNLOCKED lvl 45

Increases Hatred generated from Grenades by **2** *and reduces the Hatred cost of Cluster Arrow by* **10**. *Upon death, you drop a giant grenade that explodes for* **540%** *weapon damage as Fire.*

Let this skill's availability remind you to give those skills a try if you haven't used them yet. They're both particularly effective against groups of enemies. Furthermore, the giant grenade that explodes upon your death is useful in co-op play, thus providing extra support to your teammates even in death and helping to clear a path so they may revive you.

PASSIVE SKILL

SHARPSHOOTER

UNLOCKED lvl 50

Gain **3%** *Critical Hit Chance every second. This bonus is reset* **1** *second after you successfully critical hit.*

A 3% chance to hit for critical damage every second may not sound like a lot, but this skill allows greater flexibility in equipment and runes selection. By equipping Sharpshooter, you can afford to swap out runes or a piece of equipment that you were only using to gain a Critical Hit Chance bonus. On the other hand, Sharpshooter can expand upon an existing high Critical Hit Chance rating by increasing the frequency of critical hits. Those seeking maximum DPS on higher difficulty levels should give Sharpshooter a long look.

PASSIVE SKILL

BALLISTICS

UNLOCKED lvl 55

Damage from rockets is increased by **50%**.

Consider this skill if you're using Multishot with Arsenal, Cluster Arrow with Shooting Stars, or Sentry with Spitfire Turret. Rockets are an important component unique to the Demon Hunter, and Ballistics effectively doubles their effect—a feature sure to come in handy on Nightmare difficulty and beyond.

MONK

The gods are in all things. And everywhere I see signs of change. The wind bears an unnatural chill. And my people grow uneasy.

Now fire burns the sky and scorches the vault of the heavens. I must carry out the will of the patriarchs. When they need to see, I am their eyes. Where they wish to strike, I am their fist. When they would ignite the light of truth, I am their torch.

They have sent me to where the heavenly fire has fallen. My mind is clear. I will rid Tristram of the shambling corpses that have risen in the fire's wake.

A holy warrior who attacks faster than the eye can follow, disabling enemies with precision blows.

- Holy and elemental magic infuse the Monk with the ability to heal and deliver crippling damage to adversaries.
- Fast and agile, Monks are masters of martial arts, employing their blinding speed to pummel their foes while dodging their enemies' attacks.
- The force of Spirit powers the Monk's abilities. Spirit is gained through the Monk's primary attacks.

HEROIC GROWTH

Hidden beneath the Monk's flowing robes stands a body built for close-quarters combat, but of a style wholly different than the brute-force approach taken by the Barbarian. The Monk blends high Dexterity with tremendous speed to inflict bone-shattering hit-and-run strikes. The Monk is, indeed, a melee combatant, and an adept one at that! But although the Monk's Strength rating is less than that of the Barbarian, Monks carry the same initial Vitality into battle. Fortunately, the Monk's reduced armor is more than offset by his devotion to a higher calling—his faith in Ytar enables him to heal the wounds his body cannot absorb.

THE MONK GROWS STRONGER

Attribute	Base Rating at Lvl 1	Initial Value	Rating Increase per Level	Base Rating at Lvl 60
Strength	8	Increases armor by 8.	+1	67
Dexterity*	10	10.00% Damage Bonus for Monks. Increases dodge chance by 1.00%.	+3	187
Intelligence	8	Increases resistances by 0.8.	+1	67
Vitality	9	130 Life.	+2	127

**Indicates primary attribute for class.*

EQUIPPED FOR BATTLE

WEAPONRY

Special: Fists, Daibo

Centuries of tradition have given rise to a class of Monks skilled in the art of combat. Spirit guides these warriors into battle not as hate-filled aggressors, but as defenders charged with protecting a way of life—and faith. Command of both martial and holy arts serves the Monk well, a mingling of skills that yields a potent fighter capable of healing himself and allies.

The Monk's extensive training regimen has given him a familiarity with all basic weaponry, including the ability to dual-wield many one-handed weapons. Nevertheless, the Monk is at his best when he's moving fast and hitting even faster. Focus your weapon choice on a weapon's attack speed, as well as its damage per second (DPS). The Monk's special glove-like weapons—fists—are extremely lightweight, retain the dual-wielding bonuses offered by some skills and runes, and pack all the damage of traditional melee weapons. Not only does this enable the Monk to best utilize his tremendous speed, but many of the skills you will come to rely upon to generate Spirit are punching attacks—it simply feels more appropriate performing these attacks when using fist weapons.

Of course, you are bound to occasionally find a Daibo that is simply too great to pass up. The Monk is also quite skilled with the fighting staff and looks completely natural using it to finish off an attack. Consider equipping the Monk with either the fists or the Daibo for best role-playing results.

ARMOR STYLES

Despite being a melee combatant, the Monk's style of dress reflects a vastly different approach than that of the Barbarian. Cloaked in flowing robes, his armor places an emphasis on freedom of movement and flexibility over heavy plating. Even the advanced forms of armor for the Monk are considerably lighter than that of the other classes. For this character class, the ability to dodge an attack is just as important as absorbing a heavy blow. The Monk's wardrobe reflects not only this, but also his religious background. The Monk does gain the same adornments as other classes, but on a subtler scale and without the overt focus on intimidation and bloodlust.

About Armor Styles

The following armor appearances serve merely to illustrate what a prototypical Hero *might* look like at any given level. In reality, the Hero will likely possess multiple styles of armor simultaneously, thereby having a far more unique appearance that blends two or more of the styles displayed here. And upon considering the numerous colors of dyes that are available, it is unlikely that any two Heroes of the same class will look identical.

The Monk approaches New Tristram in wrapped feet and virtually naked. A simple dot adorns his forehead and tattered cloth provides minimal modesty.

Cloth robes provide slightly more coverage than the Hero's initial look, but the Monk is still exposed to enemies and the elements alike (levels 1-6).

Padded materials comprised of quilting and woven materials cover the Monk's arms and legs, but only provide minimal protection (levels 7-13).

Leather shoulder guards, gauntlets, and belt combine with a better helm to give the Monk a nobler look (levels 14-19).

Chainmail is added to the armor. providing additional protection while also covering the Monk's entire body (levels 20-24).

Splint and Brigandine armor adorns the Monk's outfits and provides far better protection while also lending an air of elegance (levels 25-28).

Elaborate shapes of plate metal are added to the ancient robes of the Monk to create an exquisite final armor look for Normal difficulty (levels 29-31).

SKILLS & RUNES

The Monk straddles the line between being a very strong melee combatant and a healer/protector. Solo players should focus primarily on the Monk's offensive capabilities. Those playing with a party should look more seriously at the Monk's many Mantras. Even though only one can be active at a given time, having the choice between Mantra of Healing and another more offensive-minded skill, such as Mantra of Conviction, can benefit the party. Keep in mind that the Monk lacks the Barbarian's Strength and needs to take special precautions to stay safe. Skills like Inner Sanctuary and Tempest Rush are integral for helping the Monk stay alive, particularly in narrow spaces.

Resource: Spirit

The Monk's active skills are fueled by Spirit. The Monk can possess a maximum pool of 150 Spirit without equipping the Exalted Soul skill to increase it to 250. Spirit doesn't naturally generate and must be generated through basic attacks and a subset of skills that generate Spirit. Fortunately, unlike the Barbarian's Fury, the Monk's Spirit resource doesn't gradually drain over time. This allows the Monk to accumulate Spirit and save it for when he truly needs it.

PASSIVE SKILLS

The first passive skill slot unlocks at level 10. Subsequent slots unlock at levels 20 and 30. Once chosen, the following skills contribute to the Hero's strength and abilities in the background, requiring no further player input or resource. Consider your playing style and current assortment of active skills when choosing which passive skills to activate.

ACTIVE SKILLS: MOUSE SKILLS: PRIMARY

FISTS OF THUNDER

UNLOCKED lvl 1

Unleash several extremely fast punches that deal **110%** *weapon damage as Lightning. Every third hit deals damage to all enemies in front of you and knocks them back a short distance. Generates Spirit faster than other Spirit-generating skills due to the high attack speed.*

- Generates **6** Spirit per attack.

Fists of Thunder is available from the onset of the Monk's journey and as a primary attack mapped to the left mouse button. Not only does this attack generate Spirit with each attack, but the fact that it deals 110% weapon damage means you aren't giving up anything when using it compared to a basic weapon attack. Quite the contrary! The third strike generates a powerful Lightning charge that damages all enemies directly in front of the Monk and knocks them back—punch away at the center enemy in a group and watch multiple foes get caught in the splash damage!

The third strike delivers a burst of pure Lightning to damage all enemies in front of you, along with a short distance Knockback.

RUNES

Bounding Light replaces the Knockback component of the base skill with chain lightning that spreads to nearby enemies, inflicting moderate damage as it does. It's a way to increase the damage to those enemies in front of the Monk instead of knocking them back. **Lightning Flash** increases the Monk's Dodge Chance while he attacks with Fists of Thunder. Dodging isn't a physical maneuver per se, but rather a statistical chance to evade an attack. Dodge is an important aspect of the Monk's battle strategy, as he's typically trading blows at close range. Select **Static Charge**, complete a three-hit combo on your primary target, then focus on nearby enemies with Fists of Thunder to further damage the initial target. **Thunderclap** shifts Fists of Thunder more to that of an AOE attack. The Monk teleports to the targeted enemy and damages all enemies within 6 yards with every punch.

Thunderclap

Unlocked: Level 6

Teleport to the target and release an electric shockwave with every punch that hits all enemies within **6** yards of your primary target for **35%** weapon damage as Lightning.

Lightning Flash

Unlocked: Level 14

Increases your chance to Dodge by **16%** for **2** seconds.

Static Charge

Unlocked: Level 30

Your primary target is charged with static electricity for **5** seconds and takes **37%** weapon damage as Lightning when you attack other enemies with Fists of Thunder.

Quickening

Unlocked: Level 42

Critical Hits generate an additional **15** Spirit.

Bounding Light

Unlocked: Level 52

Every third punch releases chain lightning instead of knocking enemies back. Each lightning strike inflicts **73%** weapon damage as Lightning.

ACTIVE SKILLS: MOUSE SKILLS: PRIMARY

DEADLY REACH

UNLOCKED lvl 3

Project lines of pure force over a short distance for **110%** *weapon damage. Every third hit extends* **25** *yards.*

- Generates **6** Spirit per attack.

Deadly Reach is similar to Fists of Thunder in speed, Spirit Generation, and overall effectiveness. But where it really excels is range. True to its name, Deadly Reach gives the Monk a longer-ranged melee attack than he would otherwise have. This is particularly useful if one of the first two hits happens to deal a fatal blow—the third hit might reach out and strike a more distant enemy. This attack is also ideal when combined with Inner Sanctuary as it grants the ability to stay within the Inner Sanctuary space and strike enemies beyond it.

A punch, a shoulder charge, then a finishing kick that extends out 25 yards.

RUNES

Deadly Reach is a close-range attack that puts the Monk in harm's way. **Keen Eye** provides several seconds of increased Armor every time Deadly Reach hits for a third strike. Instead of piercing a line of enemies, **Scattered Blows** replaces the third strike with an AOE attack that hits all enemies within 15 yards with heavy Lightning damage—focus your attack on the primary target and enjoy the collateral damage inflicted upon the others. **Strike from Beyond** nearly doubles the amount of Spirit generated by this attack, thereby helping to ensure an adequate supply for the Monk's resource-intensive attacks. **Foresight** provides 30 seconds worth of increased damage for the Monk. When the Monk has plenty of Spirit, take advantage of this bonus damage with a barrage of heavy attacks.

Piercing Trident

Unlocked: Level 9

Increases the area of effect of the second and third strikes.

Keen Eye

Unlocked: Level 18

The third strike increases your Armor by **50%** for **4** seconds.

Scattered Blows

Unlocked: Level 34

The third strike is replaced with an attack that will hit up to **6** nearby enemies within **15** yards for **170%** weapon damage as Lightning.

Strike from Beyond

Unlocked: Level 47

Critical Hits generate an additional **10** Spirit.

Foresight

Unlocked: Level 54

The third strike increases the damage of all attacks by **18%** for **30** seconds.

ACTIVE SKILLS: MOUSE SKILLS: PRIMARY

CRIPPLING WAVE

UNLOCKED lvl 11

Unleash large sweeping attacks that cause **110%** *weapon damage to all enemies in front of you. Every third hit damages all enemies around you and dazes them, slowing movement speed by* **30%** *and attack speed by* **20%** *for* **3** *seconds.*

- Generates **6** Spirit per attack.

Crippling Wave is an excellent alternative to the primary melee attacks used to generate Spirit. Although not quite as fast as Fists of Thunder or Exploding Palm, Crippling Wave's ability to strike all enemies around the Monk (third hit only) make it well-suited to situations when the Monk is being surrounded. Crippling Wave's ability to slow enemy movement speed and attack speed make it a valuable method of crowd control on higher difficulties.

The vibrant third strike of Crippling Wave decreases enemy movement speed and attack speed of all around you!

RUNES

Concussion doesn't just slow enemies' movement and attack speed; it also reduces the damage they can inflict for 3 seconds. Those with very high Critical Hit Chance will want to slot **Rising Tide** to gain 5 Spirit each time the Monk lands a Critical Hit. This has the potential to generate a massive amount of Spirit in crowded encounters, given how many enemies Crippling Wave stands to hit with every third hit. **Tsunami** enhances the range of Crippling Wave's third hit to include all enemies within 17 yards, making the skill an effective AOE attack that also boasts considerable crowd controlling ability. Coordinate **Breaking Wave** attacks with your allies to take full advantage of the damage bonus this rune generates.

Mangle

Unlocked: Level 17
Increases damage to **143%** weapon damage.

Concussion

Unlocked: Level 26
Enemies hit by Crippling Wave inflict **20%** less damage for **3** seconds.

Rising Tide

Unlocked: Level 36
Critical Hits generate an additional **5** Spirit.

Tsunami

Unlocked: Level 51
The range of Crippling Wave's third strike is increased to **17** yards and the effect of the movement speed reduction is increased to **60%**.

Breaking Wave

Unlocked: Level 57
Enemies hit by Crippling Wave take **10%** additional damage from all attacks for **3** seconds.

ACTIVE SKILLS: MOUSE SKILLS: PRIMARY

WAY OF THE HUNDRED FISTS

UNLOCKED lvl 15

A rapid series of punches that strikes enemies for **140%** *weapon damage.*

- Generates **6** Spirit per attack.

Way of the Hundred Fists is the most straightforward of the Spirit generating skills, but also among the most powerful. Despite lacking a third-strike special effect, the skill hits harder and faster than the other attacks. This allows the Monk to inflict even more damage-per-second than with other attacks, especially if you continue to click the enemy swiftly and don't allow time to pass between barrages. Each individual hit in this three-strike combo actually strikes for multiple hits—it's not called Way of the Hundred Fists for nothing!

The barrage of punches is almost too fast to see with the naked eye and ends with a powerful knockback blow!

RUNES

Blazing Fists is worth selecting for those with a high Critical Hit Chance. Every Critical Hit you land increases attack and movement speed for 5 seconds. **Fists of Fury** adds a short dash to the initial strike, but most importantly it causes targets to take additional damage per second for 5 seconds. Coordinate with your allies to focus their attacks on the enemies you hit with this attack to take full advantage of it. **Spirited Salvo** amplifies the Spirit-generating aspect of the skill with a 15% chance to generate 15 Spirit. Only slot this rune if you routinely run low on Spirit or only use this skill to build up Spirit for other skills as opposed to using Way of the Hundred Fists as a focal attack. **Windforce Flurry** causes the third strike in this attack to generate a dangerous blast of wind that strikes all enemies directly ahead of the Monk for very high damage.

Hands of Lightning

Unlocked: Level 24
Increases the number of hits in the second strike from **7** to **10**.

Blazing Fists

Unlocked: Level 32
Critical Hits increase your attack speed and movement speed by **5%** for **5** seconds. This effect can stack up to **3** times.

Fists of Fury

Unlocked: Level 40
Affected targets take an additional **10%** more weapon damage per second as Holy for **5** seconds. Also adds a short dash to the first strike.

Spirited Salvo

Unlocked: Level 48
Every activation of the skill has a **15%** chance to generate **15** additional Spirit.

Windforce Flurry

Unlocked: Level 60
The third strike generates a wave of wind that deals **250%** weapon damage as Physical to enemies directly ahead of you.

ACTIVE SKILLS: MOUSE SKILLS: SECONDARY

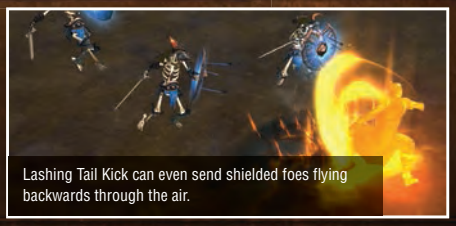
LASHING TAIL KICK

UNLOCKED lvl 2

Unleash a deadly roundhouse kick that knocks enemies back and deals **200%** *weapon damage.*

- Costs **30** Spirit.

Even melee fighters need a little breathing room now and then. Unleash Lashing Tail Kick to deliver a mighty kick to multiple enemies in front of the Monk. They'll be knocked back a considerable distance and suffer heavy damage. This attack is particularly useful when you're low on health, surrounded on all sides, or playing cooperatively and are coming to the aid of your Wizard or Demon Hunter allies. Its ability to knock back a number of enemies is also particularly useful against molten and frozen monsters.



Lashing Tail Kick can even send shielded foes flying backwards through the air.

RUNES

Sweeping Armada maintains the 200% weapon damage of the base attack, but more than doubles the Knockback distance and temporarily slows the movement of slowed enemies, making this an extremely useful rune to slot both for damage and crowd control. **Spinning Flame Kick** increases the damage inflicted to enemies and extends the attack to those beyond the front line. **Scorpion Sting** replaces the Knockback component with a 50% chance of a 1.5 stun effect; this is ideal against ranged enemies, who can still attack after being knocked back unless they are stunned. **Hand of Ytar** extends the range of Lashing Tail Kick, thereby allowing the Monk to perform the attack while staying outside of enemy's melee range or chasing a fleeing opponent. It also slows those impacted for 2 seconds.

Vulture Claw Kick

Unlocked: Level 7
Release a torrent of fire that burns nearby enemies for **220%** weapon damage as Fire and causes Knockback.

Sweeping Armada

Unlocked: Level 15
Increases Knockback distance by **150%** and slows the movement speed of struck enemies by **60%** for **2** seconds.

Spinning Flame Kick

Unlocked: Level 28
Hurl a column of fire that burns through enemies, causing **240%** weapon damage as Fire to each enemy it strikes.

Scorpion Sting

Unlocked: Level 38
Enemies have a **50%** chance to be stunned for **1.5** seconds instead of being knocked back.

Hand of Ytar

Unlocked: Level 52
Attack enemies at long range, slowing the movement speed of affected targets by **80%** for **2** seconds.

ACTIVE SKILLS: MOUSE SKILLS: SECONDARY

TEMPEST RUSH

UNLOCKED lvl 5

Charge directly through your enemies, knocking them back and hobbling them, slowing their movement by **60%** *for* **2** *seconds. Also deals* **50%** *weapon damage while running.*

- Costs **15** Spirit plus an additional **10** Spirit while channeling.

There's no situation worse for a Hero than being surrounded on all sides by hardened enemies with nowhere to flee. Fortunately, each class has a skill that allows them to break free. Tempest Rush is that skill for the Monk. Activate it (and continue to hold the right mouse button) to have the Monk twirl an ancient magical staff as she charges straight through the enemy line. Tempest Rush knocks enemies aside, delivers weapon damage, and even slows their movement. Lengthy runs with Tempest Rush don't come cheaply—10 Spirit per second—but this is one skill you can't afford to be without when low on Life and surrounded by Champion hellspawn!

Never get trapped in a corner again—Tempest Rush lets you break straight through enemy lines!

RUNES

Tailwind increases the movement speed of the base skill by 25%. Moving faster while using Tempest Rush allows the Monk to consume less Spirit through channeling while covering the same distance. **Flurry** increases the degree to which enemies are slowed, making it easier to escape to safety and avoid pursuers while you regroup. The Monk can still take damage while he's using Tempest Rush, particularly from ranged attackers outside his path. **Slipstream** reduces the amount of damage the Monk takes while using the skill. **Bluster** reduces the damage of enemies knocked back for the two-second duration of the skill, thereby making them less capable of delivering substantial damage to the Monk. The end result is similar to Slipstream, but the Monk needn't continue using Tempest Charge to enjoy the benefits of the reduced enemy damage.

Northern Breeze

Unlocked: Level 11
Reduces the channeling cost of Tempest Rush to **8** Spirit.

Tailwind

Unlocked: Level 20
Increases the movement speed of Tempest Rush by **25%**.

Flurry

Unlocked: Level 33
Increases the potency of the hobbling effect, slowing enemy movement by **80%**.

Slipstream

Unlocked: Level 45
Reduces damage taken while running by **25%**.

Bluster

Unlocked: Level 56
Enemies knocked back have their damage reduced by **20%** for the duration of the effect.

ACTIVE SKILLS: MOUSE SKILLS: SECONDARY

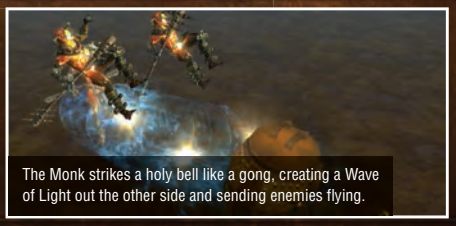
WAVE OF LIGHT

UNLOCKED lvl 12

Focuses a wave of light that crushes enemies for **150%** *weapon damage as Holy, followed by an additional* **150%** *weapon damage as Holy to all enemies in a line.*

- Costs **100** Spirit.

Face your enemies and call down a magical bell from the skies. The Monk then strikes the bell, sending a Wave of Light bursting from the far side, dealing Holy damage to all. The initial crash of the bell also deals Holy damage, making this a great attack to use when faced with numerous enemies lining up to attack you from close range. This is not a particularly fast attack to conclude, but the initial crushing damage from the falling bell should clear out any close-range threats.



The Monk strikes a holy bell like a gong, creating a Wave of Light out the other side and sending enemies flying.

RUNES

Wall of Light increases the damage inflicted by the initial strike from 150% to 240%, making it an ideal attack to use against a single-target foe or a Rare with his minions. **Explosive Light** transforms the skill to a single strike that inflicts heavy damage to all nearby enemies, not just those in a line. Heroes with a very high Critical Hit Chance can utilize **Blinding Light** to not only damage, but also stun enemies that are critically hit. **Pillar of the Ancients** dramatically increases both the initial damage and that of the second hit, but adds a two-second delay before the second strike. Pair Wave of Light with Pillar of the Ancients to gain access to the Monk's most dangerous attack!

Wall of Light

Unlocked: Level 18
Increases damage of the initial strike to **312%** weapon damage as Holy.

Explosive Light

Unlocked: Level 25
Release bursts of energy that deal **285%** weapon damage as Holy to nearby enemies.

Empowered Wave

Unlocked: Level 35
Reduces the cost of Wave of Light to **40** Spirit.

Blinding Light

Unlocked: Level 49
Critical Hits Stun enemies for **3** seconds.

Pillar of the Ancients

Unlocked: Level 57
Summon an ancient pillar that deals **210%** weapon damage, followed by **210%** more after **2** seconds.

ACTION BAR SKILLS (#1): DEFENSIVE

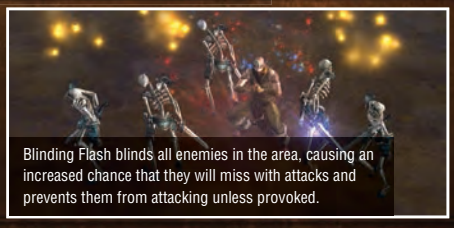
BLINDING FLASH

UNLOCKED lvl 4

Create a flash of light that blinds all enemies within **20** *yards for* **3** *seconds. Elite enemies recover faster, but suffer a* **30%** *chance to miss with attacks.*

- Costs **10** Spirit.
- Cooldown 15 seconds.

Blinding Flash is an important skill to use early in the Monk's adventure, as well as much later when the number of enemies attacking simultaneously swells. It briefly blinds enemies for up to three seconds, halting their offensive abilities unless provoked. This allows the Monk to gain a considerable advantage against large groups. Follow this attack with Exploding Palm or an AOE skill that spreads from a single target to multiple enemies. This delays the others from attacking until the blinded duration is over.



Blinding Flash blinds all enemies in the area, causing an increased chance that they will miss with attacks and prevents them from attacking unless provoked.

RUNES

Blinded and Confused creates the chance for blinded enemies to attack one another. There is only a one-in-four chance of this occurring, but you can make the most of this by using Blinding Flash against larger groups. **Blinding Echo** causes a second brief flash to occur several seconds after the initial one. The second flash will stun all enemies within 20 yards for a half-second, creating just enough opportunity for the Monk to press the attack or quickly collect a nearby health globe. **Searing Light** increases the chance that elite enemies (Champion, Rare, unique, etc.) will miss their attack after recovering from being blinded. **Faith in the Light** adds 30% damage to each of the Monk's attacks for 3 seconds after using Blinding Flash. Have a powerful AOE attack at the ready and unleash it to devastating results immediately after using Blinding Flash.

Self Reflection

Unlocked: Level 12
Increases the duration enemies are blinded to **4** seconds.

Blinded and Confused

Unlocked: Level 19
Blinded enemies have a **25%** chance to attack each other.

Blinding Echo

Unlocked: Level 28
A second flash of light will blind enemies within **20** yards for **0.5** seconds, **6** seconds after using Blinding Flash.

Searing Light

Unlocked: Level 41
Increases the chance elite enemies will miss attacks to **60%**.

Faith in the Light

Unlocked: Level 55
For **3** seconds after using Blinding Flash, all of your attacks are empowered to deal **30%** additional weapon damage as Holy.

ACTION BAR SKILLS (#1): DEFENSIVE

BREATH OF HEAVEN

UNLOCKED lvl 8

A blast of divine energy heals you and all allies within **12** *yards for* **127-153** *Life (amount of healing is based on player level; numbers shown reflect skill at player level 8).*

- Costs **25** Spirit.
- Cooldown 15 seconds.

The Monk is the only true healer among the five Hero classes, someone every large party should consider bringing along for the fight. The cooldown limits repeat usage, but the relatively low Spirit cost makes this skill more valuable than a stockpile of potions. Always let your allies know when you're about to use Breath of Heaven so that they can move within the 12-yard radius to benefit from the skill. Breath of Heaven is perfect for occasional usage during general combat, but you should be strategic about using it during boss battles, given its cooldown. Breath of Heaven is perfect when there aren't any health globes available, or while you're waiting for a potion cooldown to end. The lengthy cooldown for potions limits their usefulness, so make sure to maintain enough Spirit on hand to cast Breath of Heaven if you need an emergency refill before the potion cooldown ends.

Holy energy shines down from the heavens and heals the Monk and any nearby allies.

RUNES

Circle of Scorn addresses the Monk's need for healing during combat. Use this skill-rune pairing to not only heal, but to inflict Holy damage upon all enemies within the area of effect. **Blazing Wrath** regains Life for you and your allies with a 15% damage bonus for 45 seconds. **Infused with Light** essentially doubles the amount of Spirit the Monk can gain from Spirit generating attacks for 5 seconds after using the skill—select this rune only if you are routinely running low on Spirit. Unleashing Breath of Heaven with **Penitent Flame** heals the Monk and his nearby allies while dealing fear to all enemies within the area. All feared targets will run away from the Monk for 1.5 seconds, leaving him to catch his breath and prepare for the next wave of attackers.

Circle of Scorn

Unlocked: Level 14
Breath of Heaven also sears enemies for **96%** weapon damage as Holy.

Circle of Life

Unlocked: Level 21
Increases the power of Breath of Heaven to **165-198** Life (based on player level; numbers shown reflect skill at player level 8 for comparison purposes to base skill).

Blazing Wrath

Unlocked: Level 32
Breath of Heaven increases the damage of your attacks by **15%** for **45** seconds.

Infused with Light

Unlocked: Level 44
Gain **6** additional Spirit from Spirit generator attacks for **5** seconds after using Breath of Heaven.

Penitent Flame

Unlocked: Level 59
Enemies exposed to Breath of Heaven run away in fear for **1.5** seconds.

ACTION BAR SKILLS (#1): DEFENSIVE

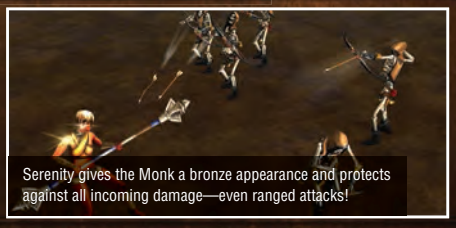
SERENITY

UNLOCKED lvl 16

You are enveloped in a protective shield that absorbs all incoming damage for **3** *seconds and grants immunity to all control impairing effects.*

- Costs **10** Spirit.
- Cooldown **45** seconds.

Three seconds may not sound like much, but it can make all the difference in the life of a Hero, particularly when waiting for a potion's cooldown to end, or when surrounded by a Rare and its minions. You may not want to always occupy a slot with Serenity, but it's certainly valuable against boss enemies and on the higher difficulty levels. Serenity intercepts all damage and sees to it that the Monk is not affected by any status effects such as Slow, Confusion, or Fear.



Serenity gives the Monk a bronze appearance and protects against all incoming damage—even ranged attacks!

RUNES

Peaceful Repose is great for solo play, as it maintains the base skill's ability to absorb damage for 3 seconds and significantly heals. Unlike Breath of Heaven, this skill-rune pairing doesn't benefit nearby allies. **Reap What is Sown** is most effective if the Monk will be be surrounded by several enemies. Activate the skill just as you approach the enemy wave, and watch as the shield explodes and damages foes within 20 yards. The more damage the skill absorbs, the more that's inflicted when the shield explodes. **Tranquility** extends the effects of Serenity to all allies within 45 yards and protects them from damage and control effects for 3 seconds. Watch your allies' movements on the battlefield and try to coordinate a concerted attack to make the most of this skill. Rather than simply absorb the incoming damage, **Instant Karma** reflects 50% of all attacks (both melee and ranged) back at the attackers.

Peaceful Repose

Unlocked: Level 23
Serenity heals you for **578-707** Life (based on player level; numbers shown reflect skill at player level 16 for comparison purposes to base skill).

Reap What is Sown

Unlocked: Level 29
When Serenity ends, the shield explodes, dealing **30%** of the damage absorbed by Serenity as Holy damage to enemies within **20** yards. Damage cannot exceed **100%** of your maximum Life.

Tranquility

Unlocked: Level 39
Extends the protective shield to allies within **45** yards for **2** seconds, and makes them immune to control impairing effects like Slow and Frozen.

Ascension

Unlocked: Level 47
Increases the duration of Serenity to **4** seconds.

Instant Karma

Unlocked: Level 54
While Serenity is active, **50%** of all projectiles and melee attacks are reflected back at the attacker.

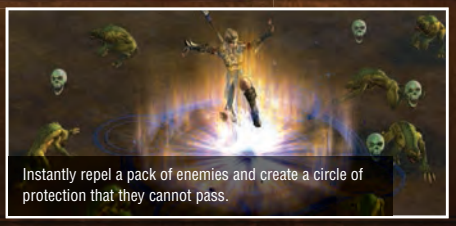
ACTION BAR SKILLS (#1): DEFENSIVE

INNER SANCTUARY

UNLOCKED lvl 22

Create a runic circle of protection on the ground for **6** *seconds that cannot be passed by enemies.*
- Costs **30** Spirit.
- Cooldown **30** seconds.

Inner Sanctuary is one of the Monk's more important skills, as it creates a safe haven for the Hero, free of melee attacks for 8 seconds (provided the Monk stays in the center of the circle). Use Inner Sanctuary to instantly repel a pack of enemies, thereby allowing the Monk to attack just a few on one side of the circle. Inner Sanctuary can also be used to effectively block enemies from coming through a door or crossing a bridge. This is an excellent use of the skill during cooperative play as it allows your party's ranged attackers a risk-free attack. Inner Sanctuary is less useful in wide open spaces, so you may opt instead for one of the other defensive skills in this set.



Instantly repel a pack of enemies and create a circle of protection that they cannot pass.

RUNES

Safe Haven is great for solo and co-op players alike as it restores a significant amount of Life per second to all those standing within the circle. Use **Sanctified Ground** to block off a narrow passage, doorway, or other chokepoint to not only block enemy movement, but also slow their advancement for 6 seconds after the skill's base effect ends. **Circle of Protection** may not heal the players inside the circle, but it does reduce the amount of damage they receive while there. This is particularly useful in areas with many ranged enemies that can attack from beyond Inner Sanctuary's radius. Inner Sanctuary repels enemies from the runic circle that appears, but **Forbidden Palace** does so while inflicting significant Hold damage in the process. Draw a crowd toward you before activating this skill for best results.

Safe Haven
Unlocked: Level 26
You and your allies standing in the area of effect of Inner Sanctuary regenerate **126** Life per second (based on player level 22).

Sanctified Ground
Unlocked: Level 31
When Inner Sanctuary expires, it becomes sanctified ground for **6** seconds, slowing the movement of all enemies that pass through it by **60%**.

Consecration
Unlocked: Level 37
Increases the duration of Inner Sanctuary to **7** seconds.

Circle of Protection
Unlocked: Level 43
You and your allies standing in the area of effect of Inner Sanctuary take **35%** less damage.

Forbidden Palace
Unlocked: Level 58
You and your allies standing in the area of effect of Inner Sanctuary deal **10%** additional damage.

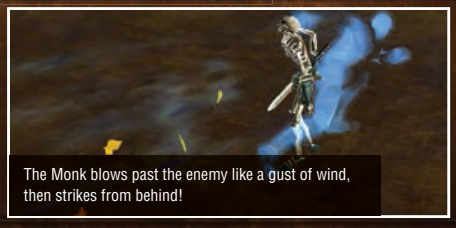
ACTION BAR SKILLS (#2): TECHNIQUES

DASHING STRIKE

UNLOCKED lvl 9

Quickly dash at the targeted enemy or location, striking for **100%** *weapon damage and rooting the target for* **1** *second.*
- Costs **25** Spirit.

The Monk moves with the wind to dash toward—and *through*—the targeted enemy to deal a punishing strike from behind. The attack inflicts only 100% weapon damage, but it allows the Monk to swiftly close on an enemy and slip behind the foe. There is no cooldown, but the relatively low cost of 25 Spirit makes this a great skill to use when initiating a lengthy combo given the skill's ability to root the enemy for 1 second. This is particularly useful if you're trying to slip past an enemy that's blocking a doorway or narrow path. It's also possible to link multiple Dashing Strikes together to quickly cross an area by targeting different enemies. This has the effect of allowing the Monk to move unhindered by enemies directly blocking the path—and temporarily prohibit them from pursuing!



The Monk blows past the enemy like a gust of wind, then strikes from behind!

RUNES

Lacking the Strength of the Barbarian, the Monk must rely on evasiveness in order to survive the close-quarters battles he faces. **Way of the Falling Star** grants the Monk a temporary increase to his movement speed, making it possible to rush in with Dashing Strike, then quickly step away. **Flying Side Kick** yields a 50% chance to temporarily stun the enemy, but **Soaring Skull** effectively slows all enemies along the Monk's path for two seconds—the certainty of the crowd control effect is often preferred over the chance to stun. **Blinding Speed** yields a marked increase to the Monk's Dodge Chance for 3 seconds, significantly increasing the odds of him evading enemy attacks for that period.

Way of the Falling Star
Unlocked: Level 15
After striking an enemy, your movement speed is increased **25%** for **3** seconds.

Flying Side Kick
Unlocked: Level 23
Perform a flying kick that has a **60%** chance to stun your target for **1.5** seconds.

Quicksilver
Unlocked: Level 32
Reduces the cost of Dashing Strike to **10** Spirit.

Soaring Skull
Unlocked: Level 39
Launch yourself through the air and slow all enemies along your path by **60%** for **2** seconds.

Blinding Speed
Unlocked: Level 49
Receive a **20%** increased chance to Dodge for **3** seconds.

ACTION BAR SKILLS (#2): TECHNIQUES

EXPLODING PALM

UNLOCKED lvl 13

Causes a target to Bleed for **220%** *weapon damage as Physical over* **3** *seconds. If the target dies while bleeding, it explodes and deals* **30%** *of the target's maximum Life as Physical damage to all nearby enemies.*

- Costs **40** Spirit.

Exploding Palm may seem costly at first glance, but it can deliver far-reaching damage to enemy forces. Rather than simply inflicting heavy damage with each strike, Exploding Palm causes three seconds of bleeding. Enemies that die while bleeding explode in place and deal additional damage to other nearby enemies. Consider using another attack to soften up a tough enemy first, then strike with Exploding Palm to deliver the bleeding damage. This skill also comes in handy against Rare and Minion enemies—strike each of the Minions with an Exploding Palm combination in hopes of hitting the Rare with multiple explosions from enemies who bleed out. Or, conversely, target the enemy with the largest maximum Life first and watch the resulting explosion take out the surrounding minions.

A ghostly palm icon appears over the head of the enemy currently bleeding from Exploding Palm.

RUNES

The Flesh is Weak is perfect for major single-target threats, as it increases the damage they take for three seconds following the attack. Hit them with Exploding Palm to trigger the effect, then blast the foe with Wave of Light or another powerful skill. Although you may typically try to target the enemy with the most HP, **Strong Spirit** may change your mind. Target weaker enemies that will explode during the bleeding phase to gain 5 Spirit for every enemy hit with the explosion. **Creeping Demise** causes two targets to begin bleeding after the third hit instead of just the one targeted enemy. **Essence Burn** is one of the most effective runes for dealing with large numbers of foes. The burning effect doesn't last long, but it spreads to all nearby monsters if the burning target perishes. The fact that this effect can chain repeatedly helps it to become a great AOE attack, especially if you also have an ally inflicting additional AOE damage while aflame.

The Flesh is Weak

Unlocked: Level 18

Also causes the target to take **12%** additional damage for **3** seconds.

Strong Spirit

Unlocked: Level 25

If the target explodes after bleeding, gain **5** Spirit for each enemy caught in the blast.

Creeping Demise

Unlocked: Level 36

Also reduces your target's movement speed by **80%**.

Impending Doom

Unlocked: Level 44

Increases the duration of the Bleed effect to deal 220% weapon damage as Physical over **6** seconds.

Essence Burn

Unlocked: Level 51

Target burns for **250%** weapon damage as Fire over **3** secs. If target dies while burning, it explodes and burns all nearby foes for **60%** weapon damage as Fire over **3** secs. This affect can chain.

ACTION BAR SKILLS (#2): TECHNIQUES

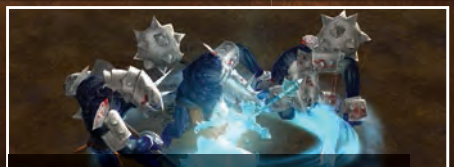
SWEEPING WIND

UNLOCKED lvl 21

Surround yourself in a vortex that continuously deals **15%** *weapon damage to all enemies within* **10** *yards. The vortex lasts* **6** *seconds and is refreshed each time you strike an enemy with a melee attack. Landing a Critical Hit has a chance to increase the vortex effect up to 2 times for a total of* **45%** *weapon damage to nearby enemies.*

- Costs **75** Spirit.

Sweeping Wind is a powerful skill to use when when surrounded by enemies on all sides. The skill can be triggered by striking any enemy of your choosing three times to create the vortex. Continue striking enemies three times to create additional vortex effects that stack up to three times. This skill is particularly useful when combined with Inner Sanctuary, as it allows the Monk to strike several enemies while only putting himself close enough to be retaliated by one or two.



The Monk's sweeping roundhouse kick creates a vortex of air that continues to deal damage for 5 seconds.

RUNES

Blade Storm helps to increase Sweeping Wind's effectiveness as an AOE attack centered on the Monk. Target the major threat in a crowd for multiple three-strike attacks with Sweeping Wind and watch the vortex grow to inflict 60% damage on all nearby enemies. **Fire Storm** extends the width of the vortex to impact all enemies within 14 yards of the Monk while dealing Fire damage. **Master of Wind** lengthens the duration of the vortex from 6 to 10 seconds, allowing the Monk more time to stack the effect and also more time to run through crowds of enemies with the vortex swirling around him. Continue to attack with melee attacks to maintain the maximum stack count with **Cyclone** selected to spawn lightning-infused tornadoes that last 3 seconds and can electrocute enemies.

Master of Wind

Unlocked: Level 27

Increases the duration of the vortex to **10** seconds.

Blade Storm

Unlocked: Level 33

Intensify the vortex, increasing the damage per stack to **20%** weapon damage. This increases the damage with **3** stacks to **60%** weapon damage.

Fire Storm

Unlocked: Level 38

Increases the radius of the vortex to **14** yards and changes the damage dealt to Fire.

Inner Storm

Unlocked: Level 46

As long as your vortex is at the maximum stack count, you gain **3** Spirit per second.

Cyclone

Unlocked: Level 56

While vortex is at the max stack count, Critical Hits have a chance to spawn a lightning tornado that periodically electrocutes nearby enemies for **20%** weapon damage as Lightning. Each tornado lasts **3** seconds.

ACTION BAR SKILLS (#3): FOCUS

CYCLONE STRIKE

UNLOCKED lvl 14

Pull all enemies within **24** *yards toward you, followed by a furious blast of energy that deals* **100%** *weapon damage as Holy.*
- Costs **50** Spirit.

Cyclone Strike is an excellent skill to have in crowded areas, particularly when exploring an area with a large number of lesser foes such as Fallen Peons, Tormented Stingers, or Burrowing Leapers. Unleash this attack to quickly draw up to eight targets into close range for an instantaneous Holy blast that inflicts tremendous damage. It's entirely possible to kill off 20 or more swarming pests with a single attack! Just be careful when using it around enemies that are Plagued or Molten, as you don't necessarily want to pull them into close range. Not all foes are susceptible to having their movement controlled by such an attack; Cyclone Strike is not likely to affect the movement of bosses and some unique enemies.

Yank 'em in and blow 'em up!

RUNES

Eye of the Storm provides a major reduction in the Spirit cost of the skill, so the Monk can perform Cyclone Strike three times with a full Spirit Meter instead of just twice. **Implosion** pulls enemies in from distances up to 34 yards away, allowing you to instantly deliver 150% weapon damage to a massive amount of enemies in crowded areas. Preface this attack by placing Spike Traps at your feet to further harm the enemies pulled into the attack. **Sunburst** maintains the damage of the base skill, but causes an explosion that fears enemies for 2 seconds. This frees up time for the Monk to collect loot and health globes between attacks, essentially performing hit-and-run tactics, but making the enemies do the running. **Soothing Breeze** is a late-game rune that heals the Monk and nearby allies with a tremendous amount of Life while simultaneously performing the basic Cyclone Strike attack.

Eye of the Storm
Unlocked: Level 21
Reduces the Spirit cost of Cyclone Strike to **30** Spirit.

Implosion
Unlocked: Level 25
Increases the distance enemies will be pulled toward you to **34** yards.

Sunburst
Unlocked: Level 34
Changes the blast into an explosion of fire that has a **30%** chance to Fear enemies for **1.5** seconds.

Wall of Wind
Unlocked: Level 41
After using Cyclone Strike, gain a **20%** chance to dodge attacks for **3** seconds.

Soothing Breeze
Unlocked: Level 55
Cyclone Strike heals you and all allies within **24** yards for **985** Life (based on player level; numbers reflect rune effect at player level 55).

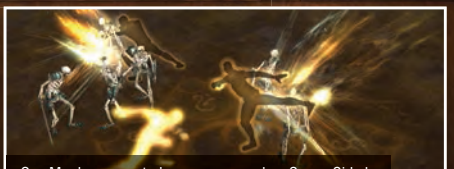
ACTION BAR SKILLS (#3): FOCUS

SEVEN-SIDED STRIKE

UNLOCKED lvl 17

Dash rapidly between nearby enemies, dealing **777%** *weapon damage over* **7** *hits.*
- Costs **50** Spirit.
- Cooldown **30** seconds.

Seven-Sided Strike is an excellent offensive skill that delivers a hefty strike—seven to be exact—to numerous nearby enemies. Not only does the skill hit for more damage than a standard attack, but the Monk moves so swiftly that he can't be targeted by enemies. Deploy this skill whenever there are multiple enemies at close range (within a few steps of the Monk). It's especially useful after first softening the enemies up with an AOE attack, as the Seven-Sided Strike may then deliver several finishing blows.



One Monk appears to become many when Seven-Sided Strike is unleashed upon a group of enemies.

RUNES

Sudden Assault allows the Monk to teleport to a distant target to initiate the attack, while also increasing the damage inflicted by a moderate amount. This allows the Monk to bypass a wave of weaker enemies to focus the attack on a summoner or dangerous ranged enemy in the back. **Pandemonium** adds a 25% chance that the enemies hit by the attack will be stunned for 7 seconds. Stunned enemies will remain immobilized. **Sustained Attack** reduces the cooldown from 30 to 23 seconds, allowing the skill to be performed more often. **Fulminating Onslaught** maintains the base form of the skill, but adds a Holy explosion to each hit that damages all enemies within 7 yards.

Sudden Assault
Unlocked: Level 23
Teleport to the target, increasing damage nominally.

Several Sided Strike
Unlocked: Level 29
Increases the number of strikes to **9**.

Pandemonium
Unlocked: Level 37
Enemies hit by Seven-Sided Strike have a **25%** chance to be stunned for **7** seconds by each hit.

Sustained Attack
Unlocked: Level 43
Reduces the cooldown of Seven-Sided Strike by **7** seconds.

Fulminating Onslaught
Unlocked: Level 60
Each strike explodes, dealing **111%** weapon damage as Holy in a **7**-yard radius around the target.

ACTION BAR SKILLS (#3): FOCUS

MYSTIC ALLY

UNLOCKED lvl 22

Summon a mystic ally to fight alongside you until it is destroyed. The ally deals **40%** *of your weapon damage as Physical per swing.*

- Costs **25** Spirit.

The Mystic Ally targets the nearest foe for moderate physical damage and moves about on its own as if it were a warm-blooded partner. Although this draws some attention from the enemies in the area, many will continue to target the Monk. The Mystic Ally will glow a different color to represent the elemental nature of the summoned ally when equipped with a rune; otherwise, it will continue to hit for Physical damage. This skill has no predetermined time limit; the Mystic Ally disappears once it runs out of Life.

The Mystic Ally glows blue and doesn't hesitate to join the fray, targeting the nearest foe.

RUNES

Water Ally grants the ally a powerful wave attack that deals triple the damage of the basic Mystic Ally skill and also slows enemy movement for 2 seconds. **Fire Ally** performs a flaming kick for moderate damage, then sets fire to enemies in a straight line, making the Fire Ally ideal for crowded interiors. Watch your Spirit meter closely when using the **Air Ally** rune as each attack the ally makes has a 2% chance to generate 100 Spirit for the Monk. The miniature cyclone that surrounds the Air Ally inflicts minor damage per second to all nearby enemies. The **Earth Ally** rune is really useful against elite enemies as the ally's wave attack forces the targeted enemy to attack the Earth Ally for 3 seconds. Both the ally and Monk also gain increased maximum Life when Earth Ally is active.

Water Ally

Unlocked: Level 27

Imbued with the essence of water, the ally gains the ability to perform a wave attack that deals **120%** of your weapon damage as Physical and slows the movement of affected targets by **30%** for **2** seconds.

Fire Ally

Unlocked: Level 31

Imbued with the essence of fire, the ally unleashes a flaming kick for **80%** weapon damage as Fire, plus an added **48%** of your weapon damage per second as Fire for **2** seconds to all enemies in a straight line.

Air Ally

Unlocked: Level 39

Imbued with the essence of air, every attack made by the ally has a **2%** chance to generate **100** Spirit. The ally is also surrounded by wind that deals **10%** of your weapon damage per second as Physical to all nearby enemies.

Eternal Ally

Unlocked: Level 46

Imbued with the essence of life, the ally has a **50%** chance to be reborn after **5** seconds. In addition, the physical damage of the ally's basic attack is increased to **44%** of your weapon damage per swing.

Earth Ally

Unlocked: Level 53

Imbued with the essence of earth, maximum Life is increased by **10%**. The ally can also create a wave of earth, dealing **60%** of your weapon damage as Physical to a single enemy and forcing that foe to attack the ally for **3** seconds.

ACTION BAR SKILLS (#4): MANTRAS

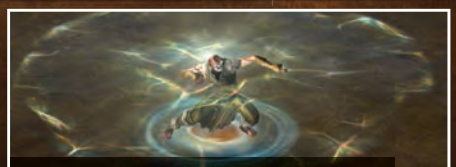
MANTRA OF EVASION

UNLOCKED lvl 19

Recite a Mantra that grants you and all allies within **40** *yards a* **15%** *chance to dodge attacks for* **3** *minutes. For* **3** *seconds after activation, a second effect grants an additional* **15%** *chance to dodge attacks.*

- Costs **50** Spirit.

Sturdy equipment and a high Strength rating helps to reduce the amount of damage the Hero incurs from attacks, but it's always better to avoid the hit altogether, especially on Hell and Inferno difficulties. Mantra of Evasion grants the Hero and all nearby allies a 15% chance to dodge incoming attacks (30% for the first several seconds). This effect applies to both melee and ranged attacks and requires no additional input from the player. The Hero automatically gains a one-in-seven chance of dodging each attack aimed his way on top of their base Dodge Chance rating.



The swirling energy underfoot indicates the enhanced chance to dodge incoming attacks.

RUNES

Hard Target provides a major increase to your Armor for the 3 minutes that the Mantra is active. This is great as the base skill only increases your Dodge Chance, but doesn't help to reduce the damage you take from attacks that hit their mark. **Divine Protection** creates a temporary shield that absorbs 80% of incoming damage for 3 seconds when a Hero under the effects of the Mantra of Evasion falls below 25% Life. This is useful on higher difficulties, if there are few enemies around to drop health globes, or if you're entering a battle while low on potions. **Perseverance** helps to address the many control-impairing traits from enemies on higher difficulty settings. **Backlash** causes a burst of flame to erupt from the Hero whenever he successfully dodges an attack. It's ideal in crowded areas against multiple melee attackers, and even more so if the Hero has a very high Dodge Chance.

Hard Target

Unlocked: Level 24

Mantra of Evasion also increases Armor by **20%**.

Divine Protection

Unlocked: Level 33

When below **25%** Life, a shield forms around that target, reducing damage taken by **80%** for **3** seconds. Each target can be protected every **90** seconds.

Wind through the Reeds

Unlocked: Level 40

Mantra of Evasion also increases movement speed by **5%**.

Perseverance

Unlocked: Level 50

Mantra of Evasion also reduces the duration of all control impairing effects like Slow or Frozen by **20%**.

Backlash

Unlocked: Level 58

Successfully dodging an attack has a chance to create a burst of flame, dealing **42%** weapon damage as Fire to all nearby enemies.

ACTION BAR SKILLS (#4): MANTRAS

MANTRA OF RETRIBUTION

UNLOCKED lvl 21

Recite a Mantra that causes you and your allies within **40** *yards to reflect melee damage back at enemies, dealing Holy damage equal to* **40%** *of the damage sustained. This effect lasts for* **3** *minutes. For* **3** *seconds after activation the effect on you is increased to* **80%** *of the damage sustained.*

- Costs **50** Spirit.

What's better than dodging enemy attacks, you ask? Reflecting the damage back at the source! Mantra of Retribution is a welcomed upgrade to the Mantra of Evasion, causing the Hero and all nearby allies to reflect 40% of the damage they incur back at the enemy. Understand that the Hero will still receive damage, but every enemy that strikes you with a melee attack will receive 40% of the damage they inflict as Holy damage. Combining the reflected damage with the Hero's attacks makes for a very fast battle!

Mantra of Retribution turns the tables on enemies, reflecting melee attacks back as Holy damage!

RUNES

Retaliation increases the amount of damage reflected back at enemies by 50% and also protects the Hero and allies from ranged attacks, proving that the best offense can be a great defense! **Indignation** creates a one-in-five chance to temporarily stun enemies that suffer reflected damage. Naturally, the more enemies that attack you, the more likely you are to see some get stunned, but the rune can also be helpful against elite enemies and even some bosses. Nevertheless, you may want to choose a rune with a guaranteed success rate when facing fewer foes. **Against All Odds** yields a chance to restore 3 Spirit whenever Mantra of Retribution reflects damage. This can generate a wealth of Spirit over the mantra's duration and more than double the amount of Spirit you spend on the skill initially. **Collateral Damage** provides a 30% chance that enemies that receive reflected damage will suffer a feedback blast that damages them and nearby enemies.

Retaliation

Unlocked: Level 28

Increases the amount of damage reflected by the Mantra to **60%**. The Mantra will now reflect ranged damage, as well as melee damage.

Transgression

Unlocked: Level 36

Increases attack speed for you and all allies by **8%**.

Indignation

Unlocked: Level 41

When taking damage from the Mantra of Retribution, enemies have a **10%** chance to be stunned for **2** seconds.

Against All Odds

Unlocked: Level 56

When reflecting damage done to you, Mantra of Retribution has a chance to restore **3** Spirit.

Collateral Damage

Unlocked: Level 59

An attacker damaged by Mantra of Retribution has a **30%** chance to suffer a feedback blast, dealing **45%** weapon damage as Holy to itself and nearby enemies.

ACTION BAR SKILLS (#4): MANTRAS

MANTRA OF HEALING

UNLOCKED lvl 26

Recite a Mantra that causes you and all allies within **40** *yards to gain increased Life regeneration by* **37** *Life per second. The Mantra lasts* **3** *minutes. For* **3** *seconds after activation, the effect is increased to* **148.4** *Life per second (amount of healing is based on player level; numbers shown reflect skill at player level 26).*

- Costs **50** Spirit.

Mantra of Healing appears to be an upgrade to Breath of Heaven, but it's important to note the subtle differences and why you may want both skills slotted during boss battles. Mantra of Healing has a low Spirit cost and has more than 3 times the AOE as Breath of Heaven, thus making it great for co-op play. That said, Breath of Heaven provides an instantaneous influx of Life, potentially staving off certain death. Mantra of Healing on the other hand simply increases the rate of Life regeneration (if you have any) and though it lasts for 3 minutes, it's still a relatively slow trickle of Life being added. Fortunately, thanks to its lack of a cooldown and brief 3-second activation boost, it's possible to recast Mantra of Healing long before the buff wears off, effectively granting yourself and all allies a never-ending increase in Life regeneration.

The spreading energy grants all allies it touches increased Life regeneration for 3 minutes.

RUNES

Sustenance doubles the amount of Life restored per second for the Hero and allies under the effects of Mantra of Healing. **Circular Breathing** restores 3 Spirit per second while continuing to restore Life to the Hero and allies. Only the Monk who casts the skill receives the Spirit restoration. **Boon of Protection** is useful against major enemies and bosses with very specific, telegraphed attacks. Cast Mantra of Healing with Boon of Protection slotted right before the enemy performs an attack, as the rune's ability to absorb damage lasts only two seconds. **Heavenly Body** increases Vitality by 10%, thereby raising each Hero's maximum Life and creating a larger pool for Life restoration to flow into.

Sustenance

Unlocked: Level 31

Increases the Life regeneration granted by Mantra of Healing to **74** Life per second (based on player level; numbers shown reflect skill at player level 26).

Circular Breathing

Unlocked: Level 38

Mantra of Healing also regenerates **3** Spirit per second.

Boon of Protection

Unlocked: Level 42

Mantra of Healing shrouds you and your allies with a mystical shield for **2** seconds that absorbs up to **15%** of each target's maximum Life in damage.

Heavenly Body

Unlocked: Level 48

Mantra of Healing also increases Vitality by **10%**.

Time of Need

Unlocked: Level 53

Mantra of Healing also increases resistances to all damage types by **20%**.

ACTION BAR SKILLS (#4): MANTRAS

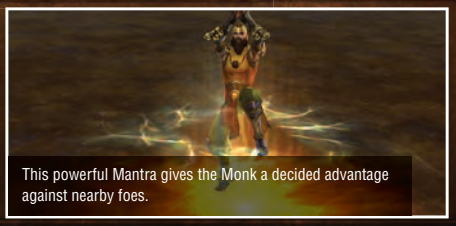
MANTRA OF CONVICTION

UNLOCKED lvl 30

Recite a Mantra that causes all enemies within **20** *yards of you to take* **12%** *additional damage. The Mantra lasts* **3** *minutes. For* **3** *seconds after activation, the effect is increased to* **24%** *additional damage.*

- Costs **50** Spirit.

Mantra of Conviction has a limited range of 20 yards, but it guarantees that all enemies in that area suffer a 12% increase in damage. This applies to melee and ranged attacks from the Monk, as well as those from his allies or even from traps. The skill doesn't just affect those enemies near the Monk when the Mantra is first cast, but rather all enemies within 20 yards of him throughout the entire duration of the buff. As with the other Mantras, it's possible to recast this skill long before it expires due to its lack of cooldown. Focus your attacks on the enemies nearest the Monk to take advantage of this Mantra and make sure your Demon Hunter, Wizard, and Witch Doctor allies do the same.



This powerful Mantra gives the Monk a decided advantage against nearby foes.

RUNES

Overawe doubles the damage bonus that befalls those enemies within 20 yards. The effect is doubled again for the first three seconds after casting. Coordinate your attacks with allies to take advantage of the bonus period during which time nearly every attack inflicts the equivalent of Critical Hit damage. **Dishearten** slows the movement of enemies within the affected area by 30%, thereby making them an easier target for large-scale AOE attacks. This rune is very useful when playing alongside a Demon Hunter (Rain of Vengeance) or Wizard (Blizzard or Meteor). **Reclamation** yields a 30% chance to be healed a significant amount of Life every time you or an ally strikes an affected enemy with a melee attack. Draw several enemies close to you, then activate Mantra of Conviction with the **Submission** rune equipped to cause them to suffer 14% weapon damage per second for the duration of the mantra (or until they die, which is far more likely).

Overawe

Unlocked: Level 35

Increases the strength of Mantra of Conviction so that enemies take **24%** additional damage and **48%** for the first **3** seconds.

Intimidation

Unlocked: Level 44

Enemies affected by Mantra of Conviction deal **10%** less damage.

Dishearten

Unlocked: Level 47

Slows the movement of enemies within **20** yards by **30%**.

Reclamation

Unlocked: Level 55

Grants a **30%** chance to be healed for **44-54** Life when using melee attacks on an enemy under the effects of Mantra of Conviction (numbers based on player level).

Submission

Unlocked: Level 60

Enemies affected by Mantra of Conviction take **14%** weapon damage per second as Holy.

PASSIVE SKILL

FLEET FOOTED

UNLOCKED lvl 10

Increases movement speed by **10%**.

Although the Monk is an effective tank due to his high Dodge Chance, he still relies on his speed of movement and agility to evade attackers. This makes up for his somewhat lower initial Strength rating. Slotting the Fleet Footed passive skill isn't something we recommend doing all the time, but it certainly comes in handy during boss battles, particularly at the end of each act.

PASSIVE SKILL

RESOLVE

UNLOCKED lvl 10

Damage you deal reduces enemy damage by **25%** *for* **2.5** *seconds.*

Every time you attack an enemy, the amount of damage that enemy can deal is reduced by 25% for the next 2.5 seconds. This effect doesn't stack, but the clock is reset after each attack you inflict. Striking repeatedly with Fists of Thunder is a surefire way to ensure that the enemy inflicts 25% less damage right until death.

PASSIVE SKILL

EXALTED SOUL

UNLOCKED lvl 13

Increases maximum Spirit by **100**.

Exalted Soul greatly increases the maximum Spirit pool, raising it to 250. This is great if you're using Chant of Resonance or another skill that yields a steady inflow of Spirit, thereby creating more room in the meter for it to pool. Monitor your Spirit usage to see how often the base Spirit meter remains full. There's no reason to slot Exalted Soul if you seldom reach the standard limit of 150 Spirit.

PASSIVE SKILL

TRANSCENDENCE

UNLOCKED lvl 16

Every point of Spirit spent heals you for **1.1** *Life.*

This is an excellent skill to equip for those who feel that they're constantly struggling to maintain Life. Continue to use Spirit generating attacks like Fists of Thunder or Deadly Reach and spend all that Spirit on high-cost skills to regain Life and devastate the enemy. Each time you perform an attack that costs 50 Spirit like Seven-Sided Strike, you'll heal 40 Life!

PASSIVE SKILL

CHANT OF RESONANCE

UNLOCKED lvl 20

Duration of all Mantras is increased by **7** *minutes. While one of your Mantras is active you gain* **2** *Spirit every second.*

Given that the Mantras have a Spirit cost of 50 and no cooldown, the primary reason to equip this skill on Normal difficulty is for the Spirit generation. Chant of Resonance extends the duration of a Mantra to a whopping 10 minutes! On higher difficulties, this extra time allows you to focus attention on the battle at hand—and dodging devastating attacks—and not on the action bar. This is an extremely helpful passive skill on Hell and Inferno difficulty, both for solo and co-op play.

PASSIVE SKILL

SEIZE THE INITIATIVE

UNLOCKED lvl 20

Your Armor is increased by **100%** *of your Dexterity.*

Consider this skill if you have a Hero with a very high Dexterity rating. Perhaps some of the equipment you're wearing yielded Dexterity bonuses when you were hoping for a Strength boost? If so, equip Seize the Initiative to increase the Armor rating by 100% of the Dexterity rating's value. This can yield a substantial decrease in the damage you receive!

PASSIVE SKILL

THE GUARDIAN'S PATH

UNLOCKED lvl 24

While dual-wielding, you gain a **15%** *chance to dodge incoming attacks. While using a two-handed weapon, all Spirit generation is increased by* **25%**.

The Monk and Barbarian are the only classes that can dual-wield melee weapons and the Monk's class-specific Fists weapons make for great action. That said, those with a high chance to dodge may find this passive skill is far more attractive if using a two-handed daibo. While a 15% chance to dodge can certainly help, a 25% increase in Spirit generation will enable the Monk to perform many more powerful skill attacks (and defenses), thereby defeating his foes—or healing himself and allies—with much greater ease.

PASSIVE SKILL

SIXTH SENSE

UNLOCKED lvl 27

Your dodge chance is increased by an amount equal to **30%** *of your Critical Hit Chance.*

Monks with a very high Critical Hit Chance will benefit most from Sixth Sense. Consider the Hero's current chance to dodge and Critical Hit before equipping this skill as the increase may be minimal. Those with a chance to Critical Hit above 15% should certainly consider this skill if they have a very low dodge chance. Those with a higher dodge chance should consider a different passive skill.

PASSIVE SKILL

PACIFISM

UNLOCKED lvl 30

While you are under a Stun, Fear, or Charm effect, all damage is reduced by **75%**.

Pacifism is particularly helpful in Acts 3 and 4 where enemies are more likely to inflict control effects on the Monk (and on higher difficulty settings). Heroes are highly vulnerable while Stunned, Feared, or Charmed. Although there are other skill and rune pairings that serve to minimize the damage received while under these effects, they're not very common. Consider slotting Pacifism if you suddenly feel overwhelmed by status effects.

PASSIVE SKILL

BEACON OF YTAR

UNLOCKED lvl 35

Reduces all coldowns by **15%**.

There's nothing worse than needing to use one of your favorite skills, having plenty of Spirit to do so, and having to sit and wait on a cooldown. Beacon of Ytar reduces cooldowns by 15% meaning skills like Seven-Sided Strike and Inner Sanctuary will only take 25 seconds to cooldown instead of 30. Skills with lengthier cooldowns like Serenity see the effects even more. For example, Serenity's 45 second cooldown will be reduced to 38 seconds with this passive skill equipped.

PASSIVE SKILL

GUIDING LIGHT

UNLOCKED lvl 40

Whenever you use a direct heal skill on another player you and the other player deal **16%** *more damage for* **15** *seconds.*

Guiding Light goes hand in hand with Breath of Heaven, Mantra of Healing and Cyclone Strike: Soothing Breeze and is another passive skill that really benefits the party. Move close to your allies before casting a healing skill to ensure everyone gains the effects of Guiding Light, as many of the healing skills only affect those near the Monk when he casts it.

PASSIVE SKILL

ONE WITH EVERYTHING

UNLOCKED lvl 45

Your resistance to all elements is equal to your highest elemental resistance.

This is a great skill to slot if you have unbalanced resistances. Oftentimes the Hero will have a piece of equipment that yields a single elemental resistance, but none for the other elements. For example, if the Hero has a 15 Fire resistance, but a 4 for the other four elements, equipping One With Everything will raise all resistances to 15.

PASSIVE SKILL

COMBINATION STRIKE

UNLOCKED lvl 50

Each different Spirit Generator ability you use increases your damage by **8%** *for* **3** *seconds.*

Combination Strike provides ample incentive to mix things up and use more than one or two Spirit Generator attacks. For each different attack you use, you will gain a short-term damage increase of 8%. Assign one to each mouse button and consider slotting a third on the action bar for an additional 8% boost. Mix all three attacks up then unleash a powerful skill with all of that Spirit you've generated. Other skills also take advantage of the temporary damage boost.

PASSIVE SKILL

NEAR DEATH EXPERIENCE

UNLOCKED lvl 58

When receiving fatal damage, you are instead restored to **35%** *of maximum Life and* **35%** *Spirit. This effect cannot occur more than once every* **90** *seconds.*

Near Death Experience provides an escape route! Slot this skill in preparation of tougher battles, particularly when fighting in a party. We recommend this for co-op play as it's less likely that you'll have your Life reduced twice within 90 seconds (at least not on lower difficulties). Solo players are always the target of enemy aggression and can find themselves drained of Life very quickly after it is restored, thus rendering this skill slightly less effective for solo play unless you are using the Templar Follower as a tank in melee combat.

WITCH DOCTOR

I wander to places beyond imaginings. Far from the jungles of my youth. My knowledge has grown vast. The people, they think me banished, shunned to the end of my days.

They say I defy the spirits. But I say no, I follow them. The spirits show me alone that the sky fire is where the end begins. They say this must not be. I live to serve the spirits, so I go. There is none but me to answer the call.

A manipulator of the forces of life and death, this shrewd caster wields the power of the spirits in astounding ways.

- With a wide range of offensive spells to choose from, the Witch Doctor doesn't shirk from the fray.
- Wise and cunning, Witch Doctors draw upon the magic of the spirits to summon creatures from beyond the grave.
- The Witch Doctor utilizes the power of Mana to cast devastating spells.

HEROIC GROWTH

The wiry Witch Doctor is stronger than her sinewy frame might suggest. This knife-wielding summoner of spirits has very high natural Intelligence and Vitality ratings. Where the Witch Doctor comes up short, however, is in Strength and Dexterity. She will not have as high an inherent Armor or Dodge as the militant classes, but she will have higher resistances. Although her weaponry suggests an adeptness at melee combat, her body can't withstand the rigors of prolonged close-quarters fighting, nor can she dodge effectively. Fortunately, the Witch Doctor has the luxury of standing behind her army of summonable pets, biding his time until the opportunity to deliver the fatal blow presents itself.

THE WITCH DOCTOR GROWS STRONGER

Attribute	Base Rating at Lvl 1	Initial Value	Rating Increase per Level	Base Rating at Lvl 60
Strength	8	Increases armor by 8.	+1	67
Dexterity	8	Increases dodge chance by 0.80%.	+1	67
Intelligence*	10	10.00% Damage Bonus for Witch Doctors. Increases resistances by 1.0.	+3	187
Vitality	9	130 Life	+2	127

**Indicates primary attribute for class.*

EQUIPPED FOR BATTLE

WEAPONRY

Special: Ceremonial Knife, Mojo

The Witch Doctor finds strength in the restless spirits that haunt a realm unknown to Sanctuary's living. She maintains this connection to the world of the dead by rigorously tending to the ceremonies that caused her banishment from her people. Her weapons are the tools of her art, a ceremonial knife and mojo used to channel the spirits and impart strength on the Witch Doctor.

This Hero uses many of the same melee weapons as the Monk and Barbarian; however, she cannot dual-wield. The Witch Doctor's left hand is reserved exclusively for a mojo—a talisman-like device that aids this Hero in combat by boosting the damage her attacks cause or by increasing her Mana regeneration and other attributes (although the Witch Doctor can wield a two-handed bow or a shield in the left hand). The mojo comes in many forms, ranging from a voodoo doll to a snake. This Hero lacks the Barbarian's impressive physique, but proves that there is more than one way to intimidate your foes: shaking a sharpened knife and snake certainly leaves enemies quaking in their boots.

The lightweight ceremonial knife preferred by the Witch Doctor offers a swift attack speed and surprisingly high damage per second. She can use other melee weapons, but the ceremonial knife offers unique benefits to the Witch Doctor, including a damage bonus. Although you may be tempted to steer the Witch Doctor clear of direct combat, you may select runes or magical equipment that yield large increases in Critical Hit Chance, thus making her a highly dangerous melee combatant.

ARMOR STYLES

Raised in the jungles of a warmer clime, Witch Doctors are accustomed to wearing clothing for modesty's sake alone. Even as they grow in strength and venture far across Sanctuary, they continue to prize adornment over function. This Hero's ceremonial dress is designed more to intimidate than for frontline combat. Ornamental masks, shoulder guards, and chest pieces provide protection and increase the Witch Doctor's Armor rating, but continue to leave much of their legs, arms, and back bare.

About Armor Styles

The following armor appearances serve merely to illustrate what a prototypical Hero *might* look like at any given level. In reality, the Hero will likely possess multiple varieties of armor simultaneously, thereby fashioning a unique appearance that blends two or more of the examples displayed here. And upon considering the numerous colors of dyes that are available, it's unlikely that any two Heroes of the same class will look identical.

The Witch Doctor arrives in New Tristram nearly naked, save for some wrappings on the legs and arms and a loincloth around the waist.

Body paint and slightly larger swaths of cloth give the Witch Doctor a minor upgrade in protection (levels 1-6).

The first of many headdresses and masks adorn the Witch Doctor's head. The addition of padded gauntlets and a chest guard increase protection (levels 7-13).

Feathers and leather combine to offer an increase in protection while giving the Witch Doctor a ceremonial appearance (levels 14-19).

Although the Hero's legs are still exposed and feet bare, the Witch Doctor gains much larger and more intimidating masks and chest pieces (levels 20-24).

Splint and Brigadine armor is incorporated into the Hero's waist, shoulder, and arm guards while the large headdress is jettisoned in favor of a skull and horns (levels 25-28).

The final armor style for Normal difficulty completes the Witch Doctor's transformation into an exotic summoner of spirits who bears little resemblance to others (levels 29-31).

SKILLS & RUNES

The Witch Doctor strides the boundary between the physical and spirit realms, all the while being able to call forth an army of summoned pets. With only so many skill slots to go around, it can be difficult to decide between the many types of skills available to the Witch Doctor. It's important to equip at least two or three physical skills such as Firebats, Acid Cloud, or Wall of Zombies to mitigate the Witch Doctor's aversion to melee combat. These skills make excellent use of his ever-growing Mana pool. Skills based in the spirit realm attack the enemy from within, stealing their life force and destroying their mind. Consider choosing skills such as Haunt, Soul Harvest, or Mass Confusion for an additional layer of attacks. Lastly, Witch Doctors have the unique ability to dabble in the necromantic arts—their ability to command a pack of Zombie Dogs or a Gargantuan should not go unused. Furthermore, the Witch Doctor's Grasp of the Dead skill is among the most useful for slowing numerous enemies, particularly when paired with nearly any of its runes.

Resource: Mana

The Witch Doctor manipulates the entities of the physical and spirit realms through the power of Mana. This naturally-regenerating resource is the key to the Hero's survival and is every bit as vital as his Life. Managing Mana is the key to the Witch Doctor's success; always consider using those runes and abilities that further manage regeneration. The Witch Doctor begins with a maximum pool of 150 Mana. The maximum size of his Mana pool grows by 10 each time he gains a level.

The Witch Doctor is the only Hero class whose maximum resource grows with each new level. The Mana costs listed for the following skills represent their initial values for the level at which the skill is first unlocked and will rise as the Hero gains levels.

PASSIVE SKILLS

The first passive skill slot unlocks at level 10. Subsequent slots unlock at levels 20 and 30. Once chosen, the following skills contribute to the Hero's strength and abilities in the background, requiring no further player input or resource. Consider your playing style and current assortment of active skills when choosing which passive skills to activate.

ACTIVE SKILLS: MOUSE SKILLS: PRIMARY

POISON DART

UNLOCKED lvl 1

Shoot a deadly Poison Dart that deals **100%** *weapon damage as Poison and* **40%** *additional damage as Poison.*
- Costs **4** Mana at level 1.

The Witch Doctor draws a blowgun to his lips and fires a single Poison Dart at the enemy. This toxic projectile inflicts damage equal to the Witch Doctor's current weapon, but continues to Poison the target for two seconds. The Poison Dart can be fired from a considerable range, travels quickly, and is very accurate. Best of all, the relatively low Mana cost and lack of cooldown make it possible for the Witch Doctor to fire multiple Poison Darts in quick succession. The effects don't stack, so consider targeting multiple enemies with a single Poison Dart each before firing a second dart at the same foe.

Poison Dart gives the Witch Doctor an effective ranged attack with no cooldown.

RUNES

Splinters increases the total damage inflicted, and does so immediately, but spreads the damage across three darts. Fire the three darts at a group of enemies to ensure none of the darts misses its mark. **Numbing Dart** doesn't just poison the enemy, but temporarily slows their movement speed, as well. Although designed for single targets, you can quickly fire Numbing Darts at multiple enemies to maintain a safe distance. **Flaming Dart** sets the dart aflame and deals heavy damage instantly instead of over time like the base skill. **Snake to the Face** completely transforms the skill and yields a 30% chance to stun the enemy in addition to inflicting damage.

Splinters
Unlocked: Level 6
Shoot **3** Poison Darts that deal **60%** weapon damage as Poison each.

Numbing Dart
Unlocked: Level 13
Toxins in the Poison Dart reduce the target's movement speed by **60%** for **2** seconds.

Spined Dart
Unlocked: Level 25
Gain **11** Mana every time a Poison Dart hits an enemy.

Flaming Dart
Unlocked: Level 43
Ignite the dart so that it deals **160%** weapon damage as Fire at once.

Snake to the Face
Unlocked: Level 52
Transform your Poison Dart into a snake that has a **30%** chance to Stun the enemy for **1.5** seconds.

ACTIVE SKILLS: MOUSE SKILLS: PRIMARY

CORPSE SPIDERS

UNLOCKED lvl 3

Throw a jar with **4** *spiders that attack nearby enemies for* **16%** *weapon damage as Physical before dying.*
- Costs **2** Mana.

The summoned Corpse Spiders are similar to the Zombie Dogs that can be summoned for support, but only last a few short seconds. Corpse Spiders crawl forth and attack nearby enemies for 16% weapon damage. They do not have their own Life meters like the Witch Doctor's pets do, nor do they completely distract the enemies they attack. Every bit of additional damage helps when fighting a mass of hellspawn. Consider summoning Corpse Spiders to fight alongside your Zombie Dogs or Gargantuan to effectively put the Witch Doctor in charge of an army of attackers!

The Witch Doctor throws a jar containing four spiders at the targeted location.

RUNES

Leaping Spiders can jump up to 25 yards and attack for minor damage. This attack isn't powerful, but it allows the Witch Doctor to keep his distance and strike early against approaching foes. Summon a **Spider Queen** that births spiderlings for 15 seconds, inflicting Poison damage to enemies throughout the area. They don't deal significant damage on any individual target, but they do a great job of weakening an entire wave of foes. **Medusa Spiders** have a 25% chance to paralyze enemies with each attack. **Blazing Spiders** inflict double damage to enemies they attack and present the pure offensive DPS upgrade to the Corpse Spiders skill.

Leaping Spiders
Unlocked: Level 9
Summon jumping spiders that leap up to **25** yards to reach their target and attack for **19%** weapon damage as Physical.

Spider Queen
Unlocked: Level 18
Summon a spider queen that births spiderlings, dealing **16%** weapon damage as Poison. Lasts **15** seconds. Only one spider queen can be summoned at a time.

Widowmakers
Unlocked: Level 33
Summon widowmaker spiders that return **2** Mana to you per hit.

Medusa Spiders
Unlocked: Level 45
Summon spiders that have a **25%** chance to paralyze enemies with each attack.

Blazing Spiders
Unlocked: Level 55
Summon fire spiders that deal **21%** weapon damage as Fire.

ACTIVE SKILLS: MOUSE SKILLS: PRIMARY

PLAGUE OF TOADS

UNLOCKED lvl 11

*Release a handful of toads that deals **130%** weapon damage as Poison to enemies they come in contact with.*
- Costs **18** Mana.

Plague of Toads deals 30% more damage than your standard weapon when each toad collides with an enemy, but there is always the chance that the toads hop past the target. The three toads leap away from the Witch Doctor in the direction of the target, but there's no guarantee where they'll go. Plague of Toads is best used against groups of enemies to maximize the chance of them hitting their mark. This is an effective skill to use against enemies congregating in tight areas, and should not be used against distant foes on a wide open field.

Three poisonous toads leap toward nearby enemies and explode on contact.

RUNES

Explosive Toads inflicts slightly higher damage than the base skill, and does so as Fire. These toads explode as they come in contact with enemies, burning the target. **Toad of Hugeness** is but one of the Witch Doctor's comical-but-effective runes. It yields a giant toad that can swallow an enemy whole and inflict 24% weapon damage per second, up to 5 seconds (120% weapon over 5 seconds). This rune increases the skill's cooldown and is best used against fewer, stronger enemies; not multiple lesser foes. **Addling Toads** doesn't just inflict 130% weapon damage as Poison, but also has a chance to Confuse affected enemies, yielding enemies that can't tell friend from foe and may attack their own. **Rain of Toads** is just what the rune's name suggests. Toads fall from the sky and deal 130% weapon damage per second as Poison across an area for 2 seconds—more effective in this regard than Plague of Toads.

Explosive Toads
Unlocked: Level 17
Mutate to fire bullfrogs that explode for **169%** weapon damage as Fire.

Toad of Hugeness
Unlocked: Level 24
Summon a giant toad that swallows enemies whole for up to **5** seconds, digesting for **24%** of your weapon damage per second as Physical. Adds a **5**-second cooldown.

Rain of Toads
Unlocked: Level 35
Rain toads down from the sky that deal **130%** weapon damage as Poison to enemies in the area over **2** seconds.

Addling Toads
Unlocked: Level 51
Mutate to yellow frogs that deal **130%** weapon damage as Poison and have a 15% chance to Confuse affected enemies for **4** seconds.

Toad Affinity
Unlocked: Level 54
Removes the Mana cost of Plague of Toads.

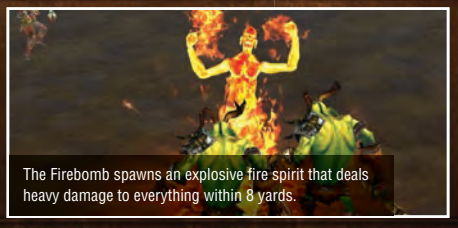
ACTIVE SKILLS: MOUSE SKILLS: PRIMARY

FIREBOMB

UNLOCKED lvl 21

*Lob an explosive skull that deals **85%** weapon damage as Fire to all enemies within **8** yards.*
- Costs **6** Mana.

The Firebomb is more than its name suggests. This fiery ranged attack spawns a fire spirit that burns all enemies within 8 yards of the targeted location. The fire spirit doesn't burn for long, but it's extremely hot and inflicts heavy damage to all nearby. Best of all, the Firebomb has no cooldown, making it possible to quickly lob multiple Firebombs for an instantaneous nuke at each point of explosion.



The Firebomb spawns an explosive fire spirit that deals heavy damage to everything within 8 yards.

RUNES

Fire Pit adds 8% weapon damage over 3 seconds. This is conducive for large groups of enemies, particularly stunned or slowed ones, and for fouling a choke-point that enemies must funnel through. **Flash Fire** causes the Firebomb to bounce up to 6 times, inflicting an ever-reducing amount of Fire damage to each enemy it targets. **Pyrogeist** adds a column of flame that targets the nearest enemy for 140% weapon damage as Fire over 3 seconds, helping to ensure an enemy that survives the base skill's explosion doesn't escape without suffering more damage. **Ghost Bomb** adds a larger blast that deals additional weapon damage as Fire to all enemies within an area 3.5x the size of the original explosion's AOE.

Flash Fire
Unlocked: Level 28
Rather than exploding for area damage, each Firebomb can bounce up to **6** additional targets. Damage is reduced by **15%** per bounce.

Roll the Bones
Unlocked: Level 31
Allows the skull to bounce up to **2** times.

Fire Pit
Unlocked: Level 38
The explosion creates a pool of fire that deals **8%** weapon damage per second as Fire for **3** seconds.

Pyrogeist
Unlocked: Level 47
Create a column of flame that spews fire at the closest enemy for **140%** weapon damage as Fire over **3** seconds.

Ghost Bomb
Unlocked: Level 60
In addition to the base explosion, the skull creates a larger blast that deals an additional **20%** weapon damage as Fire to all enemies within **28** yards.

ACTIVE SKILLS: MOUSE SKILLS: SECONDARY

GRASP OF THE DEAD

UNLOCKED lvl 2

Ghoulish hands reach out from the ground, slowing enemy movement by **60%** *and dealing* **20%** *weapon damage as Physical for* **8** *seconds.*

- Costs **50** Mana.
- Cooldown **8** seconds.

Grasp of the Dead is a tremendously useful skill, particularly early in the Witch Doctor's journey. Not only does the affected ground slow enemy movement for 8 seconds, but it also deals 20% weapon damage per second. This means that an enemy stuck in the Grasp of the Dead for the entire 8 seconds will receive 60% more damage than if you had only struck the target with an ability like Poison Dart. The low Mana cost and short cooldown make this an exceptionally useful skill to have on hand whenever encountering large groups of enemies.

Hands of the dead reach out of the ground and slow all enemies caught in the area of effect.

RUNES

Unbreakable Grasp increases the Slow amount from 60% to 80%, effectively slowing the enemies in the area to a crawl. Follow this attack with a subsequent AOE attack such as Firebomb to create a devastating one-two combination! **Rain of Corpses** causes bodies to fall atop the enemies snared within Grasp of the Dead's reach. This is a good option against slower, more powerful enemies. **Desperate Grasp** reduces the cooldown by 2 seconds, allowing you to cast the spell 33% more frequently. **Death is Life** provides the Witch Doctor with a much-needed boost to health globe drop frequency. Use this against swarming enemies for an increased chance to gain a health globe from the deceased.

Unbreakable Grasp

Unlocked: Level 7
Increases the Slow amount to **80%.**

Groping Eels

Unlocked: Level 15
Increases the damage done to **31%** weapon damage as Physical.

Death is Life

Unlocked: Level 25
Enemies who die while in the area of Grasp of the Dead have a **5%** chance to produce a health globe.

Desperate Grasp

Unlocked: Level 28
Reduces the cooldown of Grasp of the Dead to **6** seconds.

Rain of Corpses

Unlocked: Level 53
Corpses fall from the sky, dealing **80%** weapon damage as Physical over 8 seconds to nearby enemies.

ACTIVE SKILLS: MOUSE SKILLS: SECONDARY

FIREBATS

UNLOCKED lvl 5

Call forth a swarm of fiery bats to burn enemies in front of you for **150%** *weapon damage as Fire.*

- Costs **55** Mana.

Firebats is a costly but highly effective skill that's sure to be a favorite of many Witch Doctors. The attack can be maintained for as long as you wish, provided you haven't run out of Mana, and is equally useful against large groups of enemies or single slow-moving foes. Simply face your enemy and hold the right mouse button to channel an overwhelming swarm of fiery bats that burns for 150% weapon damage per second.

The Witch Doctor channels a swarm of Firebats capable of burning through even the toughest enemies!

RUNES

Dire Bats goes for quality over quantity. These larger bats can travel much further and burn for 220% weapon damage—Dire Bats are preferred in open spaces and against boss enemies. **Vampire Bats** return a small percentage of damage done as Life to the Witch Doctor, an excellent option for those with low Armor or Vitality. **Plague Bats** infects enemies with disease that deals damage over time as Poison, gradually increasing to a maximum of 225% weapon damage. This is a fine rune to use against slowed or stunned enemies. **Cloud of Bats** damages nearby enemies for a slowly increasing amount of damage as Fire. Continue to channel the skill to transform the Cloud of Bats into a fiery death colony!

Dire Bats

Unlocked: Level 11
Summon fewer but larger bats that travel up to **40** yards and hit for **220%** weapon damage as Fire.

Vampire Bats

Unlocked: Level 19
Gain **2.5%** of damage done by the bats as Life.

Plague Bats

Unlocked: Level 29
Diseased bats fly toward the enemy and infect them. Damage is slow at first, but can increase over time to a maximum of **225%** weapon damage as Poison.

Hungry Bats

Unlocked: Level 45
Rapidly summon bats that seek out nearby enemies for **280%** weapon damage as Fire.

Cloud of Bats

Unlocked: Level 56
Call forth a swirl of bats to damage nearby enemies for **195%** weapon damage as Fire. Damage increases by **10%** every second, up to a maximum of **50%**.

ACTIVE SKILLS: MOUSE SKILLS: SECONDARY

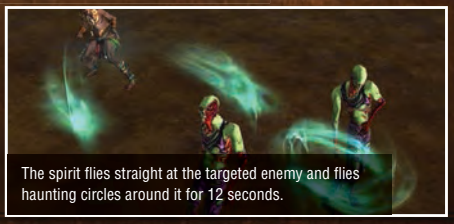
HAUNT

UNLOCKED lvl 12

Haunt an enemy with a spirit, dealing **575%** *weapon damage as Arcane over* **12** *seconds. If the target dies, the spirit will automatically haunt another nearby enemy.*

- Costs **50** Mana.

Cast a spirit at a distant enemy to deal heavy Arcane damage over 12 seconds. This wispy spirit encircles the enemy during the Haunt, then moves on to target another nearby enemy if the target dies. The lack of cooldown makes it possible to cast Haunt in quick order, without a limit to how many Haunts you can have active at once. This is an excellent skill to use immediately after hitting a group of enemies with an AOE attack like Locust Swarm. It enhances the odds that the target will die during the initial 12 seconds, and maybe several others.



The spirit flies straight at the targeted enemy and flies haunting circles around it for 12 seconds.

RUNES

Consuming Spirit returns a small amount of Life per second for as long as the spirit has an enemy to Haunt. **Resentful Spirit** decreases the total damage dealt, but inflicts its damage in a shorter amount of time. **Grasping Spirit's** ability to slow the targeted enemy's movement by 30% makes this a valuable attack to use against fast-moving foes that warrant a high DPS attack. **Draining Spirit** is like Consuming Spirit, but returns 5.2 Mana per second over the duration of the Haunt. It's possible to have four times the skill's Mana cost returned with Draining Spirit.

Consuming Spirit

Unlocked: Level 18
The spirit returns **4** Life per second (amount of Life gained increases along with player level).

Resentful Spirit

Unlocked: Level 23
Summons a vengeful spirit that does **288%** weapon damage as Arcane over **2** seconds.

Lingering Spirit

Unlocked: Level 35
If there are no targets left, the spirit will linger for up to **10** seconds looking for new enemies.

Grasping Spirit

Unlocked: Level 48
Slows the movement of haunted targets by **30%**.

Draining Spirit

Unlocked: Level 57
The spirit returns **5.2** Mana per second.

ACTIVE SKILLS: MOUSE SKILLS: SECONDARY

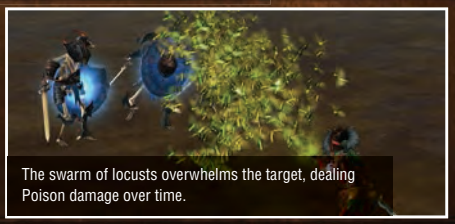
LOCUST SWARM

UNLOCKED lvl 21

Unleash a plague of locusts that swarms an enemy, dealing **360%** *weapon damage as Poison for* **8** *seconds. The locusts will jump to additional nearby enemies.*

- Costs **120** Mana.

The Locust Swarm skill is similar to Firebats in initial appearance, but the damage is dealt as Poison over time and the swarm of Locusts can jump from enemy to enemy. This allows the attack to continue to inflict damage on foes even after you've cast the skill. It's possible to summon multiple swarms, one after the other, but the high Mana cost and the Locust Swarm's ability to target multiple targets makes this unnecessary. Summon a single Locust Swarm to engulf the enemy in the plague of locusts, then switch to other attacks while your foe is distracted by the insects.



The swarm of locusts overwhelms the target, dealing Poison damage over time.

RUNES

Devouring Swarm is an excellent option for crowded areas, as it can transform the skill from being very resource-intensive to one that actually generates Mana for you. **Diseased Swarm** causes those enemies killed by the locusts to leave behind a temporary cloud of locusts that deals damage as Poison to nearby enemies. Consider this rune in areas that are both crowded and confined, as it will force enemy reinforcements to travel through the remnant cloud of locusts as they make their way past the dead. **Searing Locusts** increases the damage inflicted to 468% weapon damage as Fire over 8 seconds. Reserve this rune for Rare enemies and other individual threats that not only require special attention.

Pestilence

Unlocked: Level 27
Locust Swarm has a **100%** chance to jump to additional targets instead of one.

Devouring Swarm

Unlocked: Level 33
Gain **22** Mana for every enemy affected by the swarm.

Cloud of Insects

Unlocked: Level 37
Increases the duration of the swarm to **10** seconds.

Diseased Swarm

Unlocked: Level 42
Enemies killed by Locust Swarm leave behind a cloud of locusts that deals **25%** weapon damage as Poison. This cloud of locusts lingers for **3** seconds.

Searing Locusts

Unlocked: Level 59
Engulf the target with burning locusts that deal **468%** weapon damage as Fire over **8** seconds.

ACTION BAR SKILLS (#1): DEFENSIVE

SUMMON ZOMBIE DOGS

UNLOCKED lvl 4

Summon **3** *Zombie Dogs from the depths to fight by your side. Each dog deals* **9%** *of your weapon damage as Physical per hit.*

- Costs **21** Mana.
- Cooldown **60** seconds.

The Summon Zombie Dogs skill is a trademark skill of the Witch Doctor and one that nearly every player is bound to rely upon throughout much of the early portion of the game, if not always. The Zombie Dogs spread out to attack any and all enemies, but never stray too far. They excel at finishing off weakened foes and distracting the others. An icon in the upper-left corner of the screen indicates both the number of Zombie Dogs still alive and the amount of health they have. Collecting health globes heals your Zombie Dogs, but you can always summon a fresh pack before the current ones are destroyed.

The ravenous Zombie Dogs emerge from the ground and stop at nothing to protect their master.

RUNES

Final Gift yields a 15% chance that the Zombie Dogs will leave behind a health globe upon death. This is an excellent rune to slot until Life Link is unlocked. **Life Link** causes your collective Zombie Dogs to absorb 10% of the damage inflicted upon the Witch Doctor. Pair this rune with the Zombie Handler passive skill to spread that 10% out across more Zombie Dogs, thereby helping to keep your pets alive longer. **Burning Dogs** scorches nearby enemies for minor weapon damage as Fire in addition to a standard bite attack. **Leeching Beasts** is the ultimate rune for the Summon Zombie Dogs skill, returning 50% of all damage the Zombie Dogs do as Life, split evenly between you and the pets. The Witch Doctor receives 25% of all damage done by the Zombie Dogs as Life!

Rabid Dogs

Unlocked: Level 12
Your Zombie Dogs gain an infectious bite that deals **9%** of your weapon damage as Poison over **3** seconds.

Final Gift

Unlocked: Level 19
Zombie Dogs have a **15%** chance of leaving behind a health globe when they die.

Life Link

Unlocked: Level 28
Your Zombie Dogs absorb **10%** of all damage done to you.

Burning Dogs

Unlocked: Level 40
Your Zombie Dogs burst into flames, burning nearby enemies for **2%** of your weapon damage as Fire.

Leeching Beasts

Unlocked: Level 54
Your Zombie Dogs gain **50%** of damage they deal as Life, half of which heals you.

ACTION BAR SKILLS (#1): DEFENSIVE

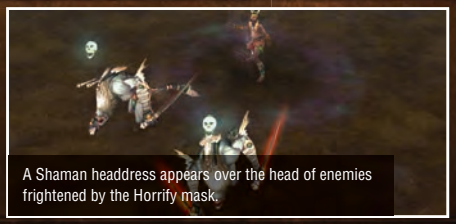
HORRIFY

UNLOCKED lvl 8

Don a spectral mask that horrifies all enemies within **12** *yards, causing them to run in fear for 4 seconds.*

- Costs **17** Mana.
- Cooldown **20** seconds.

A few seconds of uninterrupted peace can make a huge difference during an intense battle and Horrify offers the Witch Doctor exactly that! The faint image of a spectral mask appears above the Witch Doctor and puts such a fright into all nearby enemies that they run in fear for 4 seconds. Use this time to allow a potion to cooldown, collect some health globes, or gather with your party and prepare for the next major skirmish. Horrify is particularly useful immediately after being slowed or hit with another control attack to buy yourself some time for the effects to wear off.



A Shaman headdress appears over the head of enemies frightened by the Horrify mask.

RUNES

Stalker increases the Witch Doctor's movement speed for 4 seconds after casting Horrify, providing the speed needed to chase down those enemies fleeing in fright—or run the other way in search of a health globe or Waypoint! **Face of Death** buys the Witch Doctor a significant reprieve by doubling the radius of Horrify. **Frightening Aspect** doubles the Witch Doctor's Armor for 8 second after casting Horrify. Use this time to fight your way through unaffected enemies or fend off any remaining attackers while waiting for a potion cooldown to end or health globe to drop. **Ruthless Terror** can quickly replenish the Mana pool by returning 13 Mana for every horrified enemy. Horrify will clear out the immediate threats as Ruthless Terror supplies an influx of Mana.

Phobia

Unlocked: Level 14
Increases the duration horrified enemies run in Fear to **6** seconds.

Stalker

Unlocked: Level 21
Increases movement speed **20%** for **4** seconds after cast.

Face of Death

Unlocked: Level 34
Increases the radius of Horrify to **24** yards.

Frightening Aspect

Unlocked: Level 44
Gain **100%** additional Armor for **8** seconds after casting Horrify.

Ruthless Terror

Unlocked: Level 56
Gain **13** Mana for every horrified enemy.

ACTION BAR SKILLS (#1): DEFENSIVE

SPIRIT WALK

UNLOCKED lvl 16

Leave your physical body and enter the spirit realm for **2** *seconds. While in the spirit realm, your movement is unhindered. Your link to the spirit realm will end if you cast any spell or your physical body sustains* **50%** *of your maximum Life in damage.*

- Costs **27** Mana.
- Cooldown **15** seconds.

The worst thing that can happen to the Witch Doctor is to get surrounded by enemies with no viable escape. Fortunately, those worries are a thing of the past once Spirit Walk is unlocked. Cast this skill to leave the physical realm behind for 2 seconds, enabling the Witch Doctor to pass straight through the enemies that surrounded him. Foes will continue to attack the Hero's physical body, which is left in place. The Spirit Walk will be instantly terminated if the Witch Doctor's body takes too much damage or if any skills are cast. Use Spirit Walk to retrieve a health globe or cut through enemy forces to revive a fallen ally.

Use Spirit Walk to escape a group of marauding enemies—just don't cast any spells while you slip past.

RUNES

Honored Guest allows you to gain 15% of your maximum Mana every second Spirit Walk is active (max of 2 seconds). **Umbral Shock** creates a safe return for the spirit by causing the physical body to erupt and deal Fire damage to all enemies within 10 yards of it. **Severance** allows the spirit to inflict 100% weapon damage simply by walking through enemies. Use this to damage the enemies that have you penned in, as well as those yet to attack. **Healing Journey** behaves just like Honored Guest, only it returns 10% of maximum Life every second.

Jaunt

Unlocked: Level 23
Increases the duration of Spirit Walk to **3** seconds.

Honored Guest

Unlocked: Level 29
Gain **15%** of your maximum Mana every second while Spirit Walk is active.

Umbral Shock

Unlocked: Level 38
When Spirit Walk ends, your physical body erupts for **102%** weapon damage as Fire to all enemies within **10** yards.

Severance

Unlocked: Level 47
Damage enemies you walk through in spirit form for **100%** weapon damage as Physical.

Healing Journey

Unlocked: Level 53
Gain **7%** of your maximum Life every second.

ACTION BAR SKILLS (#1): DEFENSIVE

HEX

UNLOCKED lvl 22

Summon a Fetish Shaman for **12** *seconds that will hex enemies into chickens. Hexed enemies are unable to perform offensive actions and take* **10%** *additional damage.*

- Costs **30** Mana.
- Cooldown **15** seconds.

Hex is one of the Witch Doctor's most unusual skills. Stand back and watch as the Fetish Shaman magically transform enemies into chickens. Not every enemy in the area will become poultry, but it's not uncommon for the Fetish Shaman to mutate several enemies during the skill's 12-second duration. This isn't just good for laughs; hexed enemies can't attack the Witch Doctor and take 10% additional damage when struck. Nevertheless, the Witch Doctor has little control over this skill since the hex is applied to enemies at random.

Twelve seconds is long enough to hex several enemies into a chicken, no matter how big and scary they might be (bosses excluded).

RUNES

Jinx doubles the amount of damage that hexed enemies incur when attacked. Look for the chicken and attack it right away! **Angry Chicken** allows the Witch Doctor to transform into an angry chicken that can explode for heavy damage to all enemies within 12 yards. Press the corresponding key to detonate the angry chicken or else it will explode automatically after 5 seconds. **Painful Transformation** causes the hexed enemy to Bleed for 12% weapon damage, thus freeing you to focus your attacks on those enemies that haven't been turned into chickens. **Unstable Form** causes hexed enemies to explode upon death, inflicting damage as Poison to all nearby foes. Try to corral the chicken to keep it near other enemies and focus your attacks on it to take advantage of this rune.

Hedge Magic

Unlocked: Level 26
The Fetish Shaman will periodically heal allies for **151** Life at level 26 (amount of Life gained increases along with player level).

Jinx

Unlocked: Level 31
Hexed targets take **20%** additional damage.

Angry Chicken

Unlocked: Level 36
Transform into an angry chicken for up to **5** seconds that can explode for **215%** weapon damage as Physical to all enemies within **12** yards.

Painful Transformation

Unlocked: Level 43
Hex causes the target to Bleed for **12%** weapon damage as Physical.

Unstable Form

Unlocked: Level 58
Hexed targets explode when killed, dealing **135%** weapon damage as Poison to all enemies within **8** yards.

ACTION BAR SKILLS (#2): TERROR

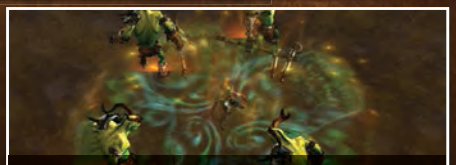
SOUL HARVEST

UNLOCKED lvl 9

Feed on the life force of up to **5** *enemies within* **16** *yards. Gain* **28** *Intelligence for each affected enemy. This effect lasts* **30** *seconds.*

- Costs **29** Mana.
- Cooldown **15** seconds.

It would be a mistake to overlook this skill just because it doesn't actually damage the enemies it affects. Understand that Soul Harvest is one of the Witch Doctor's most potent skills. It gives you 30 seconds with an incredible increase in damage bonus and resistance for a very low Mana cost. Depending on the Witch Doctor's Intelligence rating before the skill is cast, this could more than double it! Soul Harvest can be recast every 15 seconds to ensure an endless damage bonus capable of transforming the Witch Doctor into one of Sanctuary's most deadly combatants!



Never cower in the face of the enemy horde again—Soul Harvest can temporarily add a massive damage and resistance bonus.

RUNES

Swallow Your Soul and **Siphon** allow you to gain considerable Mana and Life per enemy affected by Soul Harvest, respectively. Pair this skill with the rune that fills your most pressing need. **Soul to Waste** doubles the duration you get to enjoy Soul Harvest's effects. **Vengeful Spirit** inflicts 70% weapon damage to affected enemies while retaining the benefits of the base skill. Use the damage bonus gained by your increased Intelligence to quickly finish off these weakened foes.

Swallow Your Soul

Unlocked: Level 15
Gain **19** Mana for every enemy harvested.

Siphon

Unlocked: Level 21
Gain **48** Life for every enemy harvested (amount of Life gained increases along with player level).

Languish

Unlocked: Level 32
Reduces the movement speed of harvested enemies by **60%** for **3** seconds.

Soul to Waste

Unlocked: Level 39
Increases the duration of Soul Harvest's effect to **60** seconds.

Vengeful Spirit

Unlocked: Level 49
Harvested enemies also take **70%** weapon damage as Physical.

ACTION BAR SKILLS (#2): TERROR

SACRIFICE

UNLOCKED lvl 13

Banish your Zombie Dogs, causing them to explode, each dealing **275%** *of your weapon damage as Physical to all enemies within* **12** *yards.*

It should go without saying that you'll only want to slot this skill if you're already using Summon Zombie Dogs (although Mass Confusion with the appropriate rune can also yield the occasional Zombie Dog). Watch closely as your Zombie Dogs run amongst the enemies and wait for them to be in position near a large group of foes before activating the Sacrifice skill. It's also a good idea to wait until the Zombie Dogs have been sufficiently weakened—no sense in wasting a healthy pet! The explosion is quite violent and deals heavy damage to all enemies within 12 yards.

Don't get too attached to your pets—all of those Zombie Dogs get blown to hell with Sacrifice!

RUNES

Black Blood not only detonates your Zombie Dogs and inflicts damage to nearby enemies, but also Slows the enemies considerably for 8 seconds. Area of effect skills like this that combine heavy damage and crowd-control effects are almost always desirable. **Next of Kin** yields a 35% chance for each Zombie Dog you sacrifice to be resurrected. Watch to see if any Zombie Dogs are reborn, then Sacrifice them to force the attack! **For the Master** returns a wealth of Life to the Witch Doctor for each Zombie Dog sacrificed. This rune is unlocked at level 41, so the amount of Life gained numbers in the thousands. **Provoke the Pack** increases the Witch Doctor's attack damage by 5% per Zombie Dog sacrificed. Use this with the Zombie Handler passive skill for maximum results!

Black Blood

Unlocked: Level 18
Ichor erupts from the corpses of the Zombie Dogs, Slowing affected enemies by **60%** for **8** seconds.

Next of Kin

Unlocked: Level 24
Each Zombie Dog you sacrifice has a **35%** chance to resurrect as a new Zombie Dog.

Pride

Unlocked: Level 36
Regain **156** Mana for each Zombie Dog you sacrifice.

For the Master

Unlocked: Level 41
Gain **186** Life at level 41 for each Zombie Dog you sacrifice (amount of Life gained increases along with player level).

Provoke the Pack

Unlocked: Level 51
Each sacrificed Zombie Dog increases your damage by **5%** for **30** seconds.

ACTION BAR SKILLS (#2): TERROR

MASS CONFUSION

UNLOCKED lvl 22

Incite paranoia in enemies, confusing them and causing some to fight for you for **12** *seconds.*

- Costs **45** Mana.
- Cooldown **60** seconds.

Mass Confusion summons an enormous Spectre to appear above the Witch Doctor. This frightening apparition confuses many of the nearby enemies, causing them to fight on the Witch Doctor's behalf for 12 seconds. Cast Mass Confusion in areas with many foes for maximum results! You may want to avoid attacking confused enemies to prolong the time they fight for you.

Draw the enemies in, then unleash Mass Confusion. The spiral icons indicate which enemies have been confused.

RUNES

Devolution yields a 50% chance that an enemy killed while confused, whether by you or another confused enemy, may spawn a Zombie Dog. Don't settle for an enemy that might fight for you for 12 seconds, when you can have a Zombie Dog fight for you to the death! **Mass Hysteria** not only maintains the chance of confusing nearby enemies, but up to six of those enemies not confused will be stunned! This provides a nice stationary target for you and the confused enemies to attack. **Paranoia** causes all enemies in the affected area to take 20% additional damage for 12 seconds. Follow it up with a potent AOE attack to make quick work of them. **Mass Hallucination** calls upon a spirit to rampage across the affected area, dealing damage per second to the enemies it passes through.

Unstable Realm

Unlocked: Level 26
Reduces the cooldown of Mass Confusion to **45** seconds.

Devolution

Unlocked: Level 34
Enemies killed while confused have a **50%** chance of spawning a Zombie Dog.

Mass Hysteria

Unlocked: Level 43
Up to **6** enemies that aren't confused are stunned for **3** seconds.

Paranoia

Unlocked: Level 46
All enemies in the area of Mass Confusion take **20%** additional damage for **12** seconds.

Mass Hallucination

Unlocked: Level 54
Amid the confusion, a giant spirit rampages through enemies, dealing **26%** weapon damage per second as Physical to enemies it contacts.

ACTION BAR SKILLS (#3): DECAY

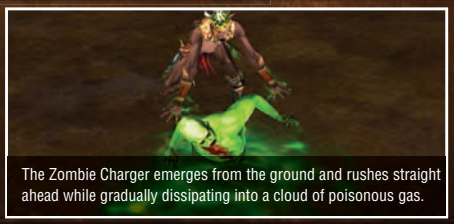
ZOMBIE CHARGER

UNLOCKED lvl 14

Call forth a reckless, suicidal Zombie that deals **205%** *weapon damage as Poison to all enemies in its path before decomposing.*

- Costs **74** Mana.

The Witch Doctor bends to the ground and calls forth a bloated Zombie Charger to surge straight ahead, dealing Poison damage to all enemies in its path. The Zombie Charger does not run very far, however. It actually starts to disintegrate after just two strides. First its head and arms dissolve, then its torso, and finally its legs. This is an effective attack against multiple enemies that aren't more than a few paces away. It's best to deploy the Zombie Charger near chokepoints and in narrow corridors.



The Zombie Charger emerges from the ground and rushes straight ahead while gradually dissipating into a cloud of poisonous gas.

RUNES

Undeath allows the Zombie Charger to reanimate up to 2 times if it kills enemies during its charge. Soften up the targeted enemy prior to casting the Zombie Charger skill to increase the chance of reanimation. **Wave of Zombies** inflicts slightly greater damage than the base skill, but spreads it across three Zombie Chargers, making it better suited for battling packs of enemies. **Explosive Beast** replaces the original Zombie with a Zombie Dog that explodes near your target, dealing heavy damage as Fire to all nearby enemies—this powerful skill is great against a Rare and its minions. **Zombie Bears** causes several Zombie Bears to charge the target area and deal 236% weapon damage as Poison to enemies in the area, greatly expanding the original skill's area of effect.

Leperous Zombie

Unlocked: Level 21
The Zombie Charger leaves behind a cloud of noxious vapors that deals **25%** weapon damage as Poison to enemies caught in it.

Undeath

Unlocked: Level 27
If the Zombie Charger kills any enemies, it will reanimate and charge nearby enemies for **205%** weapon damage as Poison. This effect can repeat up to **2** times.

Wave of Zombies

Unlocked: Level 33
Summon **3** Zombie Chargers that each deal **72%** weapon damage as Poison.

Explosive Beast

Unlocked: Level 42
Summon an explosive Zombie Dog that streaks toward your target before exploding, dealing **236%** weapon damage as Fire to all enemies within **9** yards.

Zombie Bears

Unlocked: Level 54
Summon Zombie Bears that stampede your target. Each creature deals **236%** weapon damage as Poison to enemies in the area.

ACTION BAR SKILLS (#3): DECAY

SPIRIT BARRAGE

UNLOCKED lvl 17

Bombard a target with a spirit blast that deals **190%** *weapon damage as Physical.*
- Costs **62** Mana.

Spirit Barrage is a potent ranged attack that costs a moderate amount of Mana, but strikes for 190% of current weapon damage. Consider using Spirit Barrage against Molten or Plagued enemies that you want to avoid. This skill has no cooldown, which makes it ideal for those times when you need to wait for other skills to become active.

Lob multiple Spirit Barrage attacks to overwhelm the enemy.

RUNES

Well of Souls adds 3 secondary spirits that seek out other nearby targets and deal minor damage as Physical to them. This allows you to continue to focus on the main target while simultaneously weakening other nearby foes. **Phantasm** shifts the single-target nature of the skill to a small-radius AOE attack, albeit one that inflicts relatively low damage. **Phlebotomize** returns 3% of damage done as Life to the Witch Doctor. It's a good idea to have at least one skill-rune pairing active with this ability. **Manitou** summons a Spectre that hovers over the Witch Doctor's head and randomly fires spirit bolts at nearby enemies for minor damage. Consider using Manitou and Spirit Barrage alongside Soul Harvest once in possession of a truly powerful weapon—cast Soul Harvest to boost your damage, then move in for the attack while the Spectre helps to finish off the enemies you're fighting.

The Spirit is Willing
Unlocked: Level 23
Gain **25** Mana every time Spirit Barrage hits.

Well of Souls
Unlocked: Level 32
An additional **3** spirits seek out other targets and deal **30%** weapon damage as Physical.

Phantasm
Unlocked: Level 37
Summon a Spectre for **5** seconds that deals **45%** weapon damage as Physical to all enemies within **10** yards.

Phlebotomize
Unlocked: Level 44
Regain **3%** of damage dealt with Spirit Barrage as Life.

Manitou
Unlocked: Level 59
Summon a Spectre for **20** seconds that hovers over you, unleashing spirit bolts at nearby enemies for **28%** weapon damage as Physical.

ACTION BAR SKILLS (#3): DECAY

ACID CLOUD

UNLOCKED lvl 22

Cause acid to rain down, dealing an initial **100%** *weapon damage as Poison, followed by* **75%** *as Poison to enemies who remain in the area.*
- Costs **105** Mana.

Acid Cloud is one of the Witch Doctor's most potent skills. It comes at a steep Mana price, but the ability for this skill to quickly kill multiple enemies is worth it. Summon a mystical spirit that pours buckets of acid rain down atop the targeted area, washing all enemies below in Poison. The pool of acid remains on the ground for several seconds and continues to inflict Poison damage to foes that wander into the affected area. This is particularly useful against a Rare and its Minions and can be used to foul a chokepoint. Consider using it in conjunction with Grasp of the Dead to first slow enemies in a given spot, then douse them with the Acid Cloud!

Douse an enemy in a Poisonous shower of acid, contaminating the ground for any enemies that wander into the area.

RUNES

Acid Rain essentially doubles the range of the base skill to 24 yards, improving an already potent AOE attack! **Lob Blob Bomb** transforms the acid on the ground into a slime that damages enemies standing directly on it and irradiates those nearby, as well. This effect lasts for 5 seconds, which is longer than the base skill. **Kiss of Death** transforms the base skill into a cloud that is spit from the Witch Doctor at the targeted enemies. It does greater initial damage and continues to Poison those in the area, but the puddle is dropped at the caster's feet, limiting the range at which the spell can be used from. **Corpse Bomb** shifts the attack to one that originates from the ground, as a corpse rises and explodes for heavy damage to all foes in the area. This is a great way to inflict heavy Poison damage on several targets instantly.

Acid Rain
Unlocked: Level 26
Increases the initial AOE of Acid Cloud to **24** yards.

Lob Blob Bomb
Unlocked: Level 30
The acid on the ground forms into a slime that irradiates nearby enemies for **25%** weapon damage as Poison. The slime dissipates after **5** seconds.

Slow Burn
Unlocked: Level 39
Increases the duration of the acid pools left behind to **6** seconds.

Kiss of Death
Unlocked: Level 46
Spit a cloud of acid that inflicts **110%** weapon damage as Poison, followed by **83%** weapon damage as Poison to enemies that remain in the area.

Corpse Bomb
Unlocked: Level 55
Raise a corpse from the ground that explodes for **200%** weapon damage as Poison to enemies in the area.

ACTION BAR SKILLS (#3): DECAY

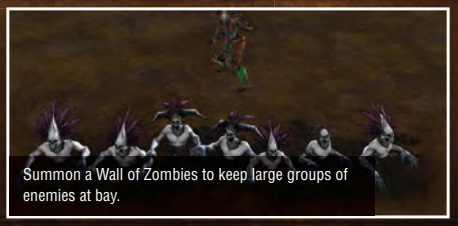
WALL OF ZOMBIES

UNLOCKED lvl 28

*Raise a line of zombies from the ground that attacks nearby enemies for **80%** weapon damage as Physical for **5** seconds.*

- Costs **69** Mana.
- Cooldown **25** seconds.

Wall of Zombies is a vital skill to have assigned to the action bar whenever the Witch Doctor is facing a large number of swiftly moving enemies, such as the Tormented Stingers or Spiderlings. Target an area between the Hero and the approaching horde, then watch as a line of 7 Zombies partially emerges from the ground and beats back the advancing attackers. The Zombies claw and swat at the enemies for 5 seconds, giving the Witch Doctor time to lob attacks from behind his defenses.



Summon a Wall of Zombies to keep large groups of enemies at bay.

RUNES

Barricade extends the width of the Wall of Zombies, effectively allowing you to halt the advancement of enemies across a wide front. This is particularly effective when dealing with dozens of fast-moving enemies. **Unrelenting Grip** slows the movement of enemies by 60% for several seconds, essentially providing a similar effect of Grasp of the Dead, but in linear fashion. **Pile On** is that rare skill effect that isn't just tremendously powerful, but also incredibly entertaining! The Zombies climb on top of one another and then fall forward, dealing 765% weapon damage to enemies hit in the collapse. Save the **Dead Rush** rune for wide open spaces filled with enemies. This rune causes Zombies to emerge from the ground and run in all directions, hitting for heavy damage to nearby enemies.

Barricade

Unlocked: Level 32

Increases the width of the Wall of Zombies. They attack for **80%** weapon damage as Physical.

Unrelenting Grip

Unlocked: Level 35

Your Wall of Zombies will slow the movement of enemies by **60%** for **5** seconds.

Creepers

Unlocked: Level 41

Up to **3** Zombies will emerge from the ground and attack nearby enemies for **25%** of your weapon damage as Physical per attack.

Pile On

Unlocked: Level 49

Summon a tower of Zombies that falls over, dealing **765%** weapon damage as Physical to any enemies it hits and knocking them back.

Dead Rush

Unlocked: Level 60

Zombies crawl out of the ground and run in all directions, dealing **445%** weapon damage as Physical to nearby enemies.

ACTION BAR SKILLS (#4): VOODOO

GARGANTUAN

UNLOCKED lvl 19

*Summon a Gargantuan zombie to fight for you. It attacks for **25%** of your weapon damage as Physical.*

- Costs **87** Mana.
- Cooldown **60** seconds.

What's better than having a pack of Zombie Dogs escorting you into battle? The Gargantuan! This massive creature stomps around the battlefield, inflicting 25% weapon damage with every strike. The Gargantuan has a huge pool of Life and heals every time you collect a health globe. It has a moderately long cooldown, but you probably won't need to cast the spell again inside of a minute. The Gargantuan is helpful against most enemies, even during boss battles!

Say hello to my little friend…

RUNES

Humongoid grants the Gargantuan access to the Barbarian's Cleave ability, allowing it to hit multiple enemies with each swing. Use **Restless Giant** against Champion and Rare enemies, or against multiple enemies. The Gargantuan enrages for 15 seconds (once every 120 seconds) and gains large boosts to movement and attack, along with an increase to the damage it inflicts. **Wrathful Protector** is often a good choice against boss enemies or for use in situations when you're having trouble staying alive. The Gargantuan will last for only 15 seconds, but it is much more powerful and deals Knockback to enemies, as well as increased damage as Fire. **Bruiser** allows the Gargantuan to occasionally slam enemies to the ground for greater damage and stunning them for 3 seconds.

Humongoid

Unlocked: Level 22

The Gargantuan gains the Cleave ability, allowing its attacks to hit multiple targets for **32%** of your weapon damage as Physical.

Restless Giant

Unlocked: Level 29

Facing an Elite or 5 foes, the Gargantuan enrages for **15** seconds, gaining: **+20%** movement speed, **+35%** attack speed, and **+200%** Physical damage.

Wrathful Protector

Unlocked: Level 39

Summon a more powerful Gargantuan that lasts for only **15** seconds. Its fists burn with fire, dealing **55%** of your weapon damage as Fire and knocking enemies back.

Big Stinker

Unlocked: Level 48

The Gargantuan is surrounded by a poison cloud that deals **15%** of your weapon damage per second as Poison to nearby enemies.

Bruiser

Unlocked: Level 56

The Gargantuan gains the ability to periodically slam enemies, dealing **100%** of your weapon damage as Physical and stunning them for **3** seconds.

ACTION BAR SKILLS (#4): VOODOO

BIG BAD VOODOO

UNLOCKED lvl 25

Conjure a Fetish that begins a ritual dance that increases the attack and movement speeds of all allies in the area by **20%** *for* **20** *seconds.*
- Cooldown **120** seconds.

Big Bad Voodoo is essential for the Witch Doctor during co-op sessions by virtue of its 20-second speed boost. Always tell your party to gather up before you cast it to reap the benefits for all. It's up to you whether or not to allocate a slot on your action bar to Big Bad Voodoo while playing solo. Try performing the skill immediately before casting Soul Harvest to gain the most from the increased damage bonus the latter skill earns you.

The Fetish's effects spread across a small area, giving all allies in the immediate area a huge speed offensive boost.

RUNES

Jungle Drums increases the duration of the ritual by 50% from 20 seconds to 30. This rune is great for solo and co-op play, particularly on the higher difficulty levels. Better attack speed can be critical to surviving a battle on Inferno mode. **Slam Dance** doesn't just boost movement and attack speed, but also increases the damage of all nearby allies; an upgrade over Jungle Drums. **Ghost Trance** heals nearby allies for 5% of their maximum Life per second during the 20 seconds of the ritual. Gather your allies and cast Big Bad Voodoo with Ghost Trance to help keep everyone alive. **Boogie Man** yields a 50% chance for enemies slain during the ritual area to be resurrected as a Zombie Dog. Consider saving this rune for solo use only—allies will benefit more from Jungle Drums, Slam Dance, or Ghost Trance.

Jungle Drums
Unlocked: Level 31
Increases the duration of the ritual to **30** seconds.

Rain Dance
Unlocked: Level 37
The ritual restores **80** Mana per second while standing in the ritual area.

Slam Dance
Unlocked: Level 44
The Fetish increases the damage of all nearby allies by **30%**.

Ghost Trance
Unlocked: Level 50
The ritual heals all nearby allies for **5%** of their maximum Life per second.

Boogie Man
Unlocked: Level 58
Enemies slain during the ritual area have a **50%** chance to resurrect as a Zombie Dog.

ACTION BAR SKILLS (#4): VOODOO

FETISH ARMY

UNLOCKED lvl 30

Summon an army of dagger-wielding Fetishes to fight by your side for **20** *seconds. They attack for* **20%** *of your weapon damage as Physical.*
- Cooldown **120** seconds.

Don't let the size of the Fetishes trick you into thinking this isn't a potent skill. These creatures have boundless aggression and will hack and slash through as many enemies as they can for 20 seconds. The Witch Doctor is most effective when he hangs back and allows his summoned minions to do the dirty work. Consider summoning a Gargantuan to fight alongside your Fetish Army while simultaneously deploying Zombie Dogs. This is just one of many possible combinations!

Who couldn't benefit from five dagger-wielding Fetishes fighting alongside them?

RUNES

Fetish Ambush deals major damage to all enemies near the Fetish Army as it is summoned. They will continue to attack for 20% weapon damage as the base skill describes, but their initial appearance deals 250% weapon damage—cast this skill in a crowd for best results! **Legion of Daggers** increases the number of Fetishes from 5 to 8, nearly doubling the amount of damage they can inflict! **Tiki Torchers** summons two additional Fetish casters that spew fire at enemies. The fire does minor damage, but is still effective in conjunction with the other dagger-wielding Fetishes. **Head Hunters** summons two additional Fetishes that shoot blowdarts at enemies, inflicting minor weapon damage as Poison. As with the Tiki Torchers rune, it doesn't take much extra damage to kill off enemies already being stabbed by the standard dagger-wielding Fetishes.

Fetish Ambush
Unlocked: Level 34
Each Fetish deals **250%** weapon damage as Physical to any nearby enemy as it is summoned.

Devoted Following
Unlocked: Level 40
Decreases the cooldown of Fetish Army to **90** seconds.

Legion of Daggers
Unlocked: Level 46
Increases the number of dagger-wielding Fetishes summoned by **3**.

Tiki Torchers
Unlocked: Level 52
Summon an additional **2** Fetish casters who breathe fire in a cone in front of them that deals **15%** of your weapon damage as Fire.

Head Hunters
Unlocked: Level 60
Summon an additional **2** Hunter Fetishes that shoot blowdarts at enemies, dealing **20%** of your weapon damage as Poison.

PASSIVE SKILL

JUNGLE FORTITUDE

UNLOCKED lvl 10

Reduces all damage taken by you and your pets by **20%**.

Jungle Fortitude makes up for the Witch Doctor's lower Strength rating by reducing all the damage he and his pets suffer. Those who consistently summon pets and have yet to equip a set of armor that provides ample protection should slot this skill. Jungle Fortitude can prove as helpful at level 60 as when it's first unlocked at level 10.

PASSIVE SKILL

CIRCLE OF LIFE

UNLOCKED lvl 10

Whenever an enemy dies within **12** *yards, there is a* **5%** *chance that a Zombie Dog will automatically emerge. The range of this effect is increased by items that boost your gold pick-up radius.*

Adds a small chance that any enemy dying within close proximity to the Witch Doctor can yield a Zombie Dog. Though the odds start out low—just 1 in 20—it's enough to consider not assigning the Summon Zombie Dogs skill to your action bar. You're unlikely to suddenly amass a pack of Zombie Dogs in this manner, but there are ways to boost your chances. Monitor how much damage you inflict on enemies and try to rush close to them when delivering the finishing blow, especially if you're wearing items that increase your gold pick-up radius.

PASSIVE SKILL

SPIRITUAL ATTUNEMENT

UNLOCKED lvl 13

Maximum Mana is increased by **20%.** *Regenerate* **1%** *of your maximum Mana per second. Mana is the fuel you use to cast offensive and defensive skills.*

Those who rely heavily on the Mana-intensive skills may need the benefits of Spiritual Attunement, particularly for the faster Mana regeneration. While this may not be on par with the Barbarian and Monk's need for greater Fury or Spirit regeneration on Normal difficulty, the Witch Doctor is more likely to run out of Mana on higher difficulty settings. Only slot this skill if you're routinely running out of Mana at lower levels, but strongly consider using it on repeat plays.

PASSIVE SKILL

GRUESOME FEAST

UNLOCKED lvl 16

Whenever you're healed by a health globe, you gain **10%** *of your maximum Mana and* **10%** *Intelligence for* **10** *seconds. The Intelligence bonus can stack up to* **5** *times.*

Gruesome Feast can be used to free up the active skill slot you may have allocated to Soul Harvest, albeit with reduced effects. You don't have to go far to find a health globe during big battles and the potential for a temporary 10%-50% increase in damage bonus is certainly attractive, not to mention the boosts to Mana regeneration and resistances.

PASSIVE SKILL

BLOOD RITUAL

UNLOCKED lvl 20

15% *of Mana costs are paid with Life. You also regenerate* **1%** *of your maximum Life per second.*

This is a dangerous skill to equip if you use a lot of skills that require Mana. Fortunately, there are a number of useful active skills that have little or no Mana cost. Study the skills you use most often before slotting Blood Ritual. The 1% Life regeneration can make it worthwhile, but only if you refrain from frequently using expensive skills—especially if you have a low Vitality rating.

PASSIVE SKILL

BAD MEDICINE

UNLOCKED lvl 20

Whenever you deal Poison damage to an enemy, their damage is reduced by **20%** *for* **3** *seconds.*

Several of the Witch Doctor's skills inflict Poison damage. Acid Cloud, Poison Dart, and Zombie Charger are just a few. Many others can be transformed by runes to inflict damage as Poison. Consider slotting Bad Medicine if even one of your primary skills inflicts Poison damage, especially if you have low Vitality or Strength ratings.

PASSIVE SKILL

ZOMBIE HANDLER

UNLOCKED lvl 24

You can have **4** *Zombie Dogs out at once. The health of your Zombie Dogs and Gargantuan is increased by* **20%**.

This is an important skill if you use Summon Zombie Dogs or Gargantuan. Gaining a fourth Zombie Dog is helpful, but the 20% Life increase is even more valuable. The only reason you might want to refrain from slotting this skill is if you plan to use Sacrifice to detonate your Zombie Dogs. Gaining the extra pet will still help, but perhaps not enough to warrant using one of your three passive skill slots.

PASSIVE SKILL

PIERCE THE VEIL

UNLOCKED lvl 27

All of your damage is increased by **20%**, *but your Mana costs are increased by* **30%**.

Pierce the Veil pairs well with Spiritual Attunement, as it effectively invests the additional Mana you'll have gained from the latter skill to boost your damage by 20%. That said, Pierce the Veil is also worth slotting even if you don't spend Mana that often since it provides an increase to all damage—even less Mana-intensive attacks. Imagine the boost you'd get from combining this effect with Soul Harvest!

PASSIVE SKILL

SPIRIT VESSEL

UNLOCKED lvl 30

Reduces the cooldown of your Horrify, Spirit Walk, and Soul Harvest spells by **2** *seconds. In addition, the next time you receive fatal damage, you automatically enter the spirit realm for* **3** *seconds and heal to* **10%** *of your maximum Life. This effect cannot occur but once every* **90** *seconds.*

Spirit Vessel reduces the cooldown of Horrify, Spirit Walk, and Soul Harvest to 2 seconds. This is quite valuable since every second is precious when waiting on a cooldown. Nevertheless, the primary benefit of Spirit Vessel lies in its ability to resurrect you with 10% of your maximum Life. This is a major safety net for players attempting to solo higher difficulty modes and for those playing Hardcore mode.

PASSIVE SKILL

FETISH SYCOPHANTS

UNLOCKED lvl 30

Whenever you cast a physical realm spell, you have a **3%** *chance to summon a dagger-wielding Fetish to fight by your side for* **60** *seconds.*

Don't let the low chance of summoning a Fetish scare you from slotting this skill! Physical realm spells include many of the Witch Doctor's most common attacks—Poison Dart, Firebats, and Wall of Zombies just to name a few. Many of these skills not only inflict significant damage, but bear little to no cooldown. This means you're more likely to cast them in quick succession, thereby increasing your chances to summon a dagger-wielding Fetish that can inflict decent damage during the minute it lasts.

PASSIVE SKILL

RUSH OF ESSENCE

UNLOCKED lvl 36

Spirit spells return **30%** *of their Mana cost over* **10** *seconds. Spirit spells are: Haunt, Horrify, Mass Confusion, Soul Harvest, Spirit Barrage, and Spirit Walk.*

This is another skill to consider if you need extra Mana, particularly at higher levels or on harder difficulty settings. Consider using Rush of Essence if you utilize Spirit Walk and Spirit Barrage frequently as this passive skill can help fuel your skill casting. It's a valuable alternative to Blood Ritual, especially for those with a lower Vitality or Strength rating.

PASSIVE SKILL

VISION QUEST

UNLOCKED lvl 40

Anytime you have **4** *or more skills on cooldown, your Mana regeneration is increased by* **300%**.

Many of the Witch Doctor's skills have an extensive cooldown period, thus making it possible to have 4 or more on cooldown at once. Study your own performance and monitor the action bar to see how often this situation occurs before slotting Vision Quest. Players who rely more heavily on skills with short cooldowns are less likely to meet the requirement for Vision Quest to become active.

PASSIVE SKILL

FIERCE LOYALTY

UNLOCKED lvl 45

All your pets get **100%** *of the benefit of your Thorns and Life regeneration items.*

The Witch Doctor will come to possess various pieces of equipment that have a property known as "Thorns." Thorns damages those performing melee attacks against the Witch Doctor, as if they were punching a cactus with their bare hands. Fierce Loyalty shares the effects of this equipment with your summoned Zombie Dogs and Gargantuan, as well as your Fetishes.

PASSIVE SKILL

GRAVE INJUSTICE

UNLOCKED lvl 50

Whenever an enemy dies within **8** *yards, regain* **1%** *of your maximum Life and Mana. The cooldown on all of your abilities is also reduced by* **1** *second. This range is extended by items that increase your gold pick-up radius.*

You really must equip this passive skill on higher difficulties, and whenever dealing with large groups of enemies. The Witch Doctor can maintain a safe distance from enemies while in dungeons, but that's not as easy out in the fields. Those with equipment that yields a high gold pick-up radius should definitely equip this slot, as every enemy that dies within a moderate distance of the Witch Doctor will help to restore the Hero's Life and Mana.

PASSIVE SKILL

TRIBAL RITES

UNLOCKED lvl 55

The cooldowns of your Fetish Army, Big Bad Voodoo, and Hex abilities are reduced by **25%**.

Tribal Rites deserves consideration for a long-term home in one of your passive skill slots once unlocked, even if you only use the Fetish Army skill of the three listed. Being able to cast Fetish Army after 90 seconds instead of 120 gives the Witch Doctor a major advantage in solo combat. Similarly, the 25% cooldown reduction for Big Bad Voodoo will help your co-op partners on Hell or Inferno difficulties.

WIZARD

Since my youth I have been told that I was special, a prodigy of vast potential. I came to the Ishari Sanctum seeking what knowledge I could glean from the masters. But I found them fearful of the truth. I would learn nothing from them.

But the old books, the prophecies they contained, showed me all that might come to pass and all that I might become. Then a star fell from the heavens. The sign that my moment had come.

I will go west to Tristram to stop the darkness that the star portends—and fulfill the destiny that beckons me.

A master of the temporal and elemental energies powering creation itself.

- The Wizard can inflict, withstand, and avoid damage with a vast and formidable array of directed and area spells.
- Powerful and elusive, Wizards wield magic by creating protective shields and unleashing spells that rain destruction upon their enemies.
- The Wizard draws on Arcane Power, a quickly regenerating resource, to cast spells.

HEROIC GROWTH

The Wizard's strength lies in her knowledge, but that isn't to say her body is weak. The Wizard's growth in Strength and Dexterity ultimately puts her on par with the Witch Doctor. The Wizard's Intelligence ratings rank among the highest of all classes, ensuring that she is capable of inflicting just as much damage as a Barbarian while boasting superior resistances to the many elemental attacks the minions of hell will be wielding against her. The Wizard has traditionally been a ranged spell caster—and still is—but her satisfactory attributes and melee-specific skills provide a means of slugging it out at close range if that's how you want to play.

THE WIZARD GROWS STRONGER

Attribute	Base Rating at Lvl 1	Initial Value	Rating Increase per Level	Base Rating at Lvl 60
Strength	8	Increases armor by 8.	+1	67
Dexterity	8	Increases dodge chance by 0.80%.	+1	67
Intelligence*	10	10.00% Damage Bonus for Wizards. Increases resistances by 1.0.	+3	187
Vitality	9	130 Life	+2	127

**Indicates primary attribute rating for class.*

EQUIPPED FOR BATTLE

WEAPONRY

Special: Wands, Orbs

The Wizard channels her knowledge of temporal and elemental energies into a variety of magical spells that don't require the use of any specific weapon, so long as her supply of Arcane Power hasn't been depleted. She can augment these spells by carrying a spellbook or an orb in her left hand. Like the Witch Doctor's mojo, the spellbook/orb serves to enhance the power of the Wizard's spells and causes many of her attacks to inflict greater damage. Some orbs grant other improvements, such as increased Arcane Power and Arcane Power on Critical Hits.

Wizards can equip a bow or crossbow if you so desire, but their mastery of wands ensures this class is never without a standard ranged attack. Equip the Wizard's right hand with a wand to launch magical projectiles at enemies, even when not casting a skill. Many wands, particularly those of a rare nature, provide ample benefits to the Wizard and can inflict significant damage on enemies. That said, The Wizard's signature skills cost no Arcane Power to cast and quickly replace the Wizard's basic attack in the skill action bar.

Those who like to experiment with unique builds of Heroes can do so by equipping the Wizard with a two-handed staff or other basic melee weapon. She'll still have access to all of her signature skills and, best of all, some of her passive skills are geared specifically to boosting her resistance to melee attacks. Keep your eyes peeled for the rare staff designed to boost the Wizard's attacking prowess! Of course, it's worth keeping in mind that the Wizard lacks the Strength ratings of the Barbarian.

ARMOR STYLES

Perhaps as evidence of the time spent in the halls of learning, poring over the old books of magic and knowledge, the Wizard's dress tends to be less rugged than rebellious. The male Wizard is at home in trousers, knee-high boots and a vest while his female counterpart tends to opt for something more revealing. This casual style of dress permeates many of the Wizard's early levels, slowly gaining garments designed to add both protection and flare. Dispensing with the traditional dress of their profession, the male and female Wizards favor jackets with tails and cloaks with elaborate shoulders.

About Armor Styles

The following armor appearances serve merely to illustrate what a prototypical Hero *might* look like at any given level. In reality, the Hero will likely possess multiple styles of armor simultaneously, therefore having a far more unique appearance that blends two or more of the styles displayed here. And upon considering the numerous colors of dyes that are available, it is unlikely that any two Heroes of the same class will look identical.

Simple cloth articles and boots cover the male from collar to toe while the female Wizard wears decidedly less clothing.

The flowing coattails hanging from the Wizard's waist combine with gauntlets and a belt for slightly better protection (levels 1-6).

The flared shoulder guards that become a defining characteristic of the Wizard are added, as is a simple crown (levels 7-13).

Thick coatings of leather provide increased protection while fingerless gloves add additional coverage (levels 14-19).

The Wizard begins to cultivate a most impressive demeanor with the addition of chain metal and studded leather (levels 20-24).

Brigadine and plate armor accents are added throughout the Wizard's outfit, serving to protect organs and extremities alike (levels 25-28).

The Wizard's final armor style in Normal difficulty conveys the otherworldly knowledge the Hero possesses while hinting at the grand displays of armor he will ultimately wear (levels 29-31).

SKILLS & RUNES

The Wizard has several very distinct groups of skills that combine to provide the tools needed for any situation and style of play. Wizards have a Signature spell assigned to the left mouse button if the player has not selected Elective mode from the Gameplay Options menu. These skills have neither cooldown nor Arcane Power cost. In fact, they can provide a steady source of Arcane Power when paired with the right runes or passive skill. No Wizard is complete without several potent offensive skills. Skills like Disintegrate, Blizzard, and Meteor may have higher Arcane Power costs, but they're critical for fending off Champion hellspawn (especially on higher difficulty levels). Lastly, it's important to have access to an armor spell. Only one armor spell can ever be active at a time, but they last for 120 seconds and have very low Arcane Power costs. Experiment to find a mix of skill types that best suits your style of play and affords you the ability to dish out effective AOE damage, as well as focused high DPS strikes.

Resource: Arcane Power

Knowledge is power, but not even a Wizard can perform magic strong enough to rid the land of hellspawn through rote memorization alone. The Wizard's skills are powered by a mystical resource called Arcane Power. Wizards have an initial pool of 100 Arcane Power. This may not sound like a lot, but Arcane Power is the fastest regenerating resource of all the classes—use it wisely and you'll seldom be without it when you need it most!

PASSIVE SKILLS

The first passive skill slot unlocks at level 10. Subsequent slots unlock at levels 20 and 30. Once chosen, the following skills contribute to the Hero's strength and abilities in the background, requiring no further player input or resource. Consider your playing style and current assortment of active skills when choosing which passive skills to activate.

ACTIVE SKILLS: MOUSE SKILLS: PRIMARY

MAGIC MISSILE

UNLOCKED lvl 1

Launch a missile of magic energy, causing **110%** *weapon damage as Arcane.*
- Signature spells are free to cast.

The Wizard's initial Signature spell grants her the power to fire a Magic Missile at any distant target, provided she has a clear line of sight. Magic Missile is a quick-casting spell that inflicts slightly more damage than her equipped weapon. The projectile's trajectory is as straight as an arrow and its rapid velocity all but guarantees a direct hit.

Launch a Magic Missile of Arcane energy at an individual target from considerable distance.

RUNES

Split increases the total damage output of Magic Missile, but splits it across three projectiles instead of one. The shots may not all hit the same target if it is fast and agile. **Penetrating Blast** adds a 70% chance for the projectile to pierce the target and hit additional enemies while maintaining the base skill's original damage rating. **Attunement** turns this free-to-use Signature spell into an Arcane-generating attack that returns 4 Arcane Power with each hit. **Seeker** increases the attack's damage rating while adding the ability to track targeted enemies as they move—ideal when you're low on Arcane Power and trying to chip away at the Life of an elite enemy.

Charged Blast
Unlocked: Level 6
Increases the damage of Magic Missile to **143%** weapon damage as Arcane.

Split
Unlocked: Level 13
Fire **3** missiles that each deal **50%** weapon damage as Arcane.

Penetrating Blast
Unlocked: Level 31
Missiles have a **70%** chance to pierce through their target and hit additional enemies.

Attunement
Unlocked: Level 42
Whenever a Magic Missile hits a target, you gain **4** Arcane Power.

Seeker
Unlocked: Level 52
Missiles track the nearest enemy and their damage is increased to **121%** weapon damage as Arcane.

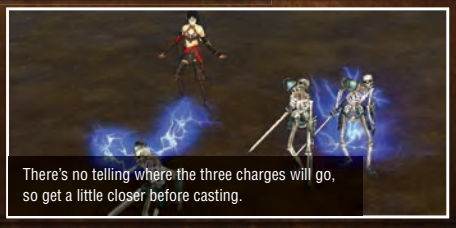
ACTIVE SKILLS: MOUSE SKILLS: PRIMARY

SHOCK PULSE

UNLOCKED lvl 3

Release a medium range pulse of 3 unpredictable charges of electricity that deal 105% weapon damage as Lightning.
- Signature spells are free to cast.

It's important to note the word *unpredictable* in the skill description. The three pulses of electricity crackle and creep across the ground at random in the general direction the Wizard is facing. This is not a skill to be used against a single enemy unless it happens to be very large and close by. Shock Pulse is, however, well-suited for large groups of monsters. Cast it multiple times in quick succession while slightly turning to spread the pulses out whenever surrounded.



There's no telling where the three charges will go, so get a little closer before casting.

RUNES

Explosive Bolts is a fine early upgrade for Shock Pulse, as it causes slain enemies to explode and inflict moderate Lightning damage to all foes within 10 yards—a great AOE attack that requires no Arcane Power to perform. **Piercing Orb** creates a large orb of Lightning that oscillates forward and passes through all enemies in its path, making it a suitable skill for interiors and confined paths where foes must line up to attack. **Lightning Affinity** returns 2 Arcane Power for every enemy hit by Shock Pulse, netting you a possible 6 Arcane Power each time the ability is performed. **Living Lightning** is a sight to behold. This rune forges the Shock Pulse into a being of pure energy that drifts forward across the battlefield and shocks all enemies it encounters. Living Lightning doesn't strike for heavy damage, but has the potential to weaken several enemies in crowded spaces.

Explosive Bolts
Unlocked: Level 9
Slain enemies explode, dealing **70%** weapon damage as Lightning to every enemy within **10** yards.

Fire Bolts
Unlocked: Level 18
Cast bolts of fire that each deal **136%** weapon damage as Fire.

Piercing Orb
Unlocked: Level 33
Merge the bolts in a single giant orb that oscillates forward, dealing **105%** weapon damage as Lightning to everything it hits.

Lightning Affinity
Unlocked: Level 47
Every target hit by a pulse restores **2** Arcane Power.

Living Lightning
Unlocked: Level 54
Conjure a being of lightning that drifts forward, electrocuting nearby enemies for **37%** weapon damage as Lightning.

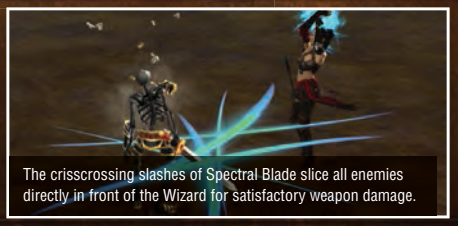
ACTIVE SKILLS: MOUSE SKILLS: PRIMARY

SPECTRAL BLADE

UNLOCKED lvl 11

Summon a spectral blade that strikes all enemies in your path for **135%** *weapon damage.*
- Signature spells are free to cast.

The Wizard need not wield a melee weapon to gain the ability to hack and slash! Spectral Blade quickly slashes enemies directly in front of the Wizard for a total of 135% weapon damage. Spectral Blade is worth slotting when you're trying to fight your way through multiple enemies, perhaps to claim a health globe or reach a key vantage point. It's also effective in conjunction with Diamond Skin if you need to stand and fight at close range.



The crisscrossing slashes of Spectral Blade slice all enemies directly in front of the Wizard for satisfactory weapon damage.

RUNES

Deep Cuts adds a Bleed effect to enemies hit by Spectral Blade that inflicts additional damage over time, making it that much easier to fend off close-range adversaries. **Impactful Blades** helps to enhance Spectral Blade's use as a defensive Signature spell by inflicting Knockback and Slow on enemies hit by the attack—use this brief window of opportunity to put some distance between the Wizard and some angry hellspawn! Those with a high Critical Hit Chance should slot in **Healing Blades**; it returns a hearty 8% of Critical Hit damage as Life. **Thrown Blade** significantly extends the range of Spectral Blade, making it possible to strike enemies up to 20 yards in front of the Wizard. This rune provides a powerful melee attack while simultaneously allowing the Hero to maintain a safe distance.

Deep Cuts
Unlocked: Level 19
Enemies hit by the blade will Bleed for an additional **35%** weapon damage over **3** seconds.

Impactful Blades
Unlocked: Level 24
Hits have a **5%** chance to cause Knockback and slow the movement of enemies by **60%** for **1** second.

Siphoning Blade
Unlocked: Level 35
Every enemy hit grants **1** Arcane Power.

Healing Blades
Unlocked: Level 51
Whenever the blades do critical damage, you are healed **8%** of the damage done.

Thrown Blade
Unlocked: Level 57
Extends the reach of Spectral Blade to **20** yards.

ACTIVE SKILLS: MOUSE SKILLS: PRIMARY

ELECTROCUTE

UNLOCKED lvl 15

Lightning arcs from your fingertips, dealing **80%** *weapon damage as Lightning. The electricity can jump, hitting up to* **2** *additional enemies.*
- Signature spells are free to cast.

This is a great lower-level skill to equip. It requires no Arcane Power and inflicts relatively high damage to up to 3 enemies. Target the toughest enemy in the immediate area so that the primary threat is sure to be damaged; the lightning then jumps to other nearby foes. You can't dictate which monsters get shocked if there are several in the area, but it's usually the two nearest the target. Electrocute can be cast repeatedly to keep a near-constant stream of lightning on the enemy. A great tactic is to target a Rare and inflict collateral damage to the accompanying minions.

Electrocute is the perfect Signature spell to employ against small groups of enemies.

RUNES

It's hard to choose against **Chain Lightning** once it's unlocked. Continue to channel Electrocute in a crowded area and watch the lightning jump to up to 6 enemies simultaneously—an extremely effective spell with no Arcane Power cost! **Lightning Blast** allows the lightning to pierce through the targeted enemies and hit all those directly behind it. This is a fine substitute to Chain Lightning when navigating narrow corridors and areas where you can lead the enemies through chokepoints. **Surge of Power** provides the Wizard with arguably the fastest method of generating Arcane Power, as it returns 1 Arcane Power for every enemy hit. Channeling Electrocute hits up to 3 enemies roughly every second. **Arc Lightning** directs the power of Electrocute into a cone that blasts forward, dealing moderate damage to all enemies in front of the Wizard.

Chain Lightning
Unlocked: Level 22
Increases the maximum number of enemies that can be electrocuted to **6**.

Forked Lightning
Unlocked: Level 29
Critical Hits release **4** charged bolts in random directions, dealing **46%** weapon damage as Lightning to any targets hit.

Lightning Blast
Unlocked: Level 36
Create streaks of lightning that pierce through targets, hitting all enemies for **80%** weapon damage as Lightning.

Surge of Power
Unlocked: Level 44
Gain **1** Arcane Power for every enemy hit by Electrocute.

Arc Lightning
Unlocked: Level 59
Blast a cone of lightning that causes **80%** weapon damage as Lightning to all affected targets.

ACTIVE SKILLS: MOUSE SKILLS: SECONDARY

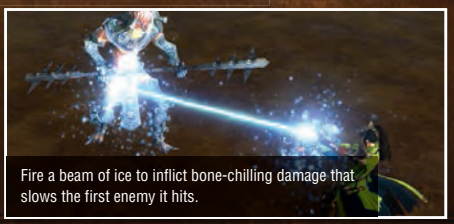
RAY OF FROST

UNLOCKED lvl 2

Project a beam of frozen ice that blasts **215%** *weapon damage as Cold to the first enemy it hits, slowing the target's movement by* **30%** *for* **3** *seconds.*

- Costs **20** Arcane Power.

Ray of Frost can be considered an ice-based version of the Disintegrate skill, but there are several key differences. For starters, while Ray of Frost doesn't pierce through enemies as Disintegrate does, it inflicts far more damage per second as Cold. Also, the target's movement speed is reduced following the attack, thus making it possible to pulse the Ray of Frost at multiple enemies to slow their approach. This technique is particularly useful when playing the later Acts solo, and on higher difficulty levels.



Fire a beam of ice to inflict bone-chilling damage that slows the first enemy it hits.

RUNES

Snow Blast turns Ray of Frost into an even stronger single-target DPS attack, gradually boosting the damage to a maximum of 280% weapon damage as Cold. It's perfect against Elites and maintains the base skill's ability to slow enemy movement. **Numb** doubles the slowing effect, making it that much easier for the Wizard to avoid a key foe's melee attacks. **Sleet Storm** transforms the single-target Ray of Frost skill into one that is more defensive in nature and affects enemies across a small area. A swirling Sleet Storm surrounds the Wizard, dealing damage to all caught within it. **Black Ice** is a phenomenal rune when battling enemies indoors or at the opening of a narrow chokepoint. Enemies killed by this skill-rune pairing will leave a patch of ice on the ground that causes heavy damage to foes that cross it for the next 3 seconds. It's a great way to foul a doorway and make your subsequent targets easier to kill.

Numb

Unlocked: Level 7
Increases the enemy slow amount to **60%** for **3** seconds.

Snow Blast

Unlocked: Level 15
Damage increases slowly over **1.5** seconds to inflict a maximum of **280%** weapon damage as Cold.

Cold Blood

Unlocked: Level 28
Reduces casting cost to **12** Arcane Power.

Sleet Storm

Unlocked: Level 38
Create a swirling storm around you, dealing **215%** weapon damage as Cold to all enemies caught within it.

Black Ice

Unlocked: Level 53
Enemies that perish leave a patch of ice on the ground that causes **194%** weapon damage as Cold to foes crossing it for the next **3** seconds.

ACTIVE SKILLS: MOUSE SKILLS: SECONDARY

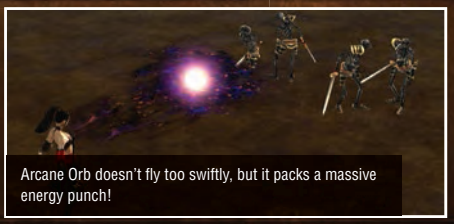
ARCANE ORB

UNLOCKED lvl 5

Hurl an orb of pure energy that explodes when it hits, dealing **175%** *weapon damage as Arcane to all enemies within* **10** *yards.*

- Costs **35** Arcane Power.

This massive orb of pure Arcane energy travels a straight path toward the target and explodes on contact, inflicting heavy damage to all enemies in the area. The Arcane Orb's relatively slow flight velocity reduces its effectiveness against fast-moving enemies, but it has a key advantage over other similar skills. The Arcane Orb deals the same 175% weapon damage to all enemies within 10 yards—there is no drop-off in damage, nor does the targeted enemy soak up most of the attack damage. That means you can target lesser enemies that may block the path to the one you're most concerned with. Trust that all monsters in the explosion radius will receive the same damage and just lob the Arcane Orb at whichever target you wish, so long as it's within 10 yards of your primary foe.



Arcane Orb doesn't fly too swiftly, but it packs a massive energy punch!

RUNES

Arcane Nova doesn't just increase the radius of the explosion, it doubles it! Select this rune to grow Arcane Nova into an AOE projectile that can slay multiple enemies at once. **Tap the Source** dramatically lowers the resource cost from 35 to 20 Arcane Power—cast the skill 5 times for less than the original cost of casting it 3 times. **Obliteration** is the alternative to Arcane Nova—keep the original explosion radius, but increase the damage from 175% to 228%. Consider using Arcane Nova for large mobs of lesser enemies, but Obliteration for smaller groups of deadlier foes. **Arcane Orbit** creates 4 separate orbs that orbit around the Wizard. These orbs explode, dealing 70% weapon damage each to nearby enemies. Arcane Orbit makes the skill more defensive in nature, opening the door to crafty hit-and-run techniques. Pair this rune's effects with Teleport to appear in a crowd of enemies, watch Arcane Orbit's orbs detonate, then Teleport back to safety.

Obliteration

Unlocked: Level 11
Increases the damage of the explosion to deal **228%** weapon damage as Arcane.

Arcane Orbit

Unlocked: Level 20
Create **4** Arcane Orbs that orbit you, exploding for **70%** weapon damage as Arcane when enemies get close.

Arcane Nova

Unlocked: Level 32
Modify the orb to deal **175%** weapon damage as Arcane to all enemies within **20** yards.

Tap the Source

Unlocked: Level 45
Reduces casting cost to **20** Arcane Power.

Celestial Orb

Unlocked: Level 55
The orb will pierce through targets, damaging any enemy it passes through.

ACTIVE SKILLS: MOUSE SKILLS: SECONDARY

ARCANE TORRENT

UNLOCKED lvl 12

Hurl a barrage of Arcane projectiles that deals **175%** *weapon damage as Arcane to all enemies near the impact location.*
- Costs **20** Arcane Power.

Arcane Torrent fires a barrage of missile-like projectiles imbued with Arcane energy. This skill doesn't strike a specific enemy with pinpoint accuracy, but rather bombards the targeted area with a sustained attack. Continue the assault to inflict heavy DPS to all enemies near the initial point of impact. This skill is preferable to the beam-like attacks like Ray of Frost and Disintegrate whenever you can't get a clean line of fire on the enemy or need to arc shots up and over weaker enemies to strike a tougher foe in the background.

Target an area near a group of enemies and continue casting Arcane Torrent to keep the projectiles firing!

RUNES

Pair **Disruption** with skills that inflict Arcane damage for the best results. Disruption deals 15% additional damage from Arcane attacks for 6 seconds. **Death Blossom** practically quadruples the damage the projectiles inflict, but you lose the control over their aim. The Arcane Torrent will fire in random directions so it's best to use it in crowded areas to guarantee there are targets standing where the projectiles land. **Arcane Mines** turns Arcane Torrent into a skill like the Demon Hunter's Spike Trap skill. The mines arm shortly after being placed and detonate when an enemy nears, dealing 200% weapon damage and temporarily slowing enemy movement and attack speed—great for escaping a gang of enemies! **Power Stone** causes a unique item to occasionally be left behind when an enemy is slain by the attack. Collect these Power Stones to gain an influx of Arcane Power.

Disruption
Unlocked: Level 18
Targets hit by Arcane Torrent become Disrupted for **6** seconds, causing them to take **15%** additional damage from any attacks that deal Arcane damage.

Death Blossom
Unlocked: Level 25
Unleash a torrent of power beyond your control. You no longer direct where the projectiles go, but their damage increases to **670%** weapon damage as Arcane.

Arcane Mines
Unlocked: Level 34
Place Arcane mines that arm after **2** seconds and explode when enemies approach, dealing **150%** weapon damage. Targets' movement and attack speeds reduced by **30%** for **3** seconds.

Power Stone
Unlocked: Level 49
Every missile hit has a **2%** chance to leave behind a Power Stone that grants Arcane Power when picked up.

Cascade
Unlocked: Level 57
Enemies killed by Arcane Torrent have a **100%** chance to fire a new missile at a nearby enemy, dealing **175%** weapon damage as Arcane.

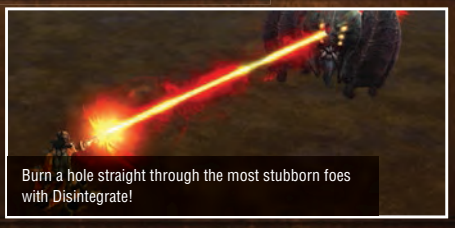
ACTIVE SKILLS: MOUSE SKILLS: SECONDARY

DISINTEGRATE

UNLOCKED lvl 21

Thrust a beam of pure energy forward, dealing **155%** *weapon damage as Arcane and disintegrating enemies it kills.*
- Costs **20** Arcane Power.

Disintegrate is one of the Wizard's most powerful offensive skills for dealing piercing damage to a group of approaching enemies. The blazing red beam of energy burns right through everything it contacts, making it ideal for use against a column of enemies lined up in a narrow corridor. Pay close attention to the Wizard's supply of Arcane Power when using this skill, as it's easy to drain the entire pool while trying to take down a pack of Champions or a Rare enemy.



Burn a hole straight through the most stubborn foes with Disintegrate!

RUNES

Convergence widens the beam without reducing the DPS that the skill inflicts. This increases its effectiveness in open terrain without degrading its ability in narrow corridors. **Chaos Nexus** allows you to shoot blasts of energy at nearby enemies while Disintegrate is being channeled. This protects the Wizard from stray attackers without having to stop yout assault on the central threat. **Volatility** adds a powerful AOE component to the piercing high-DPS attack of Disintegrate. With Volatility slotted, enemies killed by Disintegrate have a 1-in-3 chance of exploding, dealing 395% weapon damage to all enemies within 8 yards. **Intensify** gradually increases the power of the beam until it inflicts a max of 201% weapon damage as Arcane, roughly a 30% increase over the base skill!

Convergence
Unlocked: Level 26
Increases the width of the beam, allowing it to hit more enemies.

Chaos Nexus
Unlocked: Level 30
When casting the beam, you become charged with energy that spits out at nearby enemies doing **40%** weapon damage as Arcane.

Volatility
Unlocked: Level 39
Enemies killed by the beam have a **35%** chance to explode, causing **395%** weapon damage as Arcane to all enemies within **8** yards.

Entropy
Unlocked: Level 48
The beam fractures into a short-ranged cone, causing **178%** weapon damage per second as Arcane.

Intensify
Unlocked: Level 59
Damage increases slowly over time to inflict a maximum of **201%** weapon damage as Arcane.

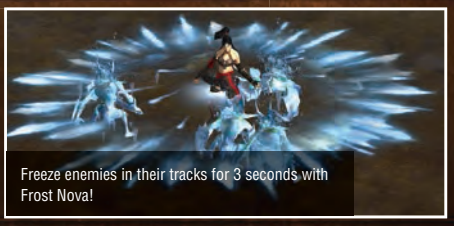
ACTION BAR SKILLS (#1): DEFENSIVE

FROST NOVA

UNLOCKED lvl 4

Blast nearby enemies with an explosion of ice and freeze them for **3** *seconds.*
- Cooldown **12** seconds.

Frost Nova bears some resemblance to the Demon Hunter's Fan of Knives skill as the explosion radiates outward from the Hero in all directions. That's where the similarities end, however! Frost Nova freezes enemies solid for 3 seconds, temporarily prohibiting their ability to move, attack, or cast skills. That's a long time considering the skill has no Arcane Power cost and a relatively short cooldown. This is an excellent low-level defensive skill that, with the right rune, can have a long-term home in your action bar.



Freeze enemies in their tracks for 3 seconds with Frost Nova!

RUNES

Shatter rewards you for quickly killing enemies frozen by the Frost Nova burst. Foes slain while frozen have a 50% chance to release a Frost Nova, thereby freezing nearby enemies long before the cooldown has ended! **Frozen Mist** replaces the skill's ability to freeze targets with a mist that deals heavy damage as Cold over 8 seconds to enemies in the area. Put **Deep Freeze** to use in crowded areas for a 15% boost to your Critical Hit Chance whenever Frost Nova hits at least 5 enemies. The bonus wears off after 12 seconds, just in time for you to cast Frost Nova again! **Bone Chill** causes enemies frozen by Frost Nova to take 15% more damage while frozen or chilled by the spell. Alert allies when you have this rune selected so they know to focus their attacks on the frozen enemies and kill them before they thaw.

Shatter
Unlocked: Level 12
Each slain frozen enemy has a **50%** chance of releasing another Frost Nova.

Cold Snap
Unlocked: Level 18
Reduces the cooldown of Frost Nova to **9** seconds.

Frozen Mist
Unlocked: Level 28
Frost Nova no longer freezes enemies, but instead leaves behind a mist of frost that deals **160%** weapon damage as Cold over **8** seconds.

Deep Freeze
Unlocked: Level 41
If Frost Nova hits at least **5** targets, you gain a **15%** bonus to Critical Hit Chance for **12** seconds.

Bone Chill
Unlocked: Level 51
Enemies take **15%** more damage while frozen or chilled by Frost Nova.

ACTION BAR SKILLS (#1): DEFENSIVE

DIAMOND SKIN

UNLOCKED lvl 8

Transform your skin to diamond for **3** *seconds, absorbing up to* **48** *damage from incoming attacks (damage based on player level; amount shown corresponds to unlocking level).*
- Cooldown **15** seconds.

Unlike the Wizard's armor spells, Diamond Skin provides complete protection against all incoming attacks for a set duration or damage amount. Diamond Skin can absorb only a certain amount of damage, based on Hero level. Attacks that inflict damage above this threshold cancel the Diamond Skin effect even if the 3-second duration has not yet been reached. To this extent, Diamond Skin should be used either strategically to absorb one major attack or to buy a few seconds to slip away to safety. Resist the temptation to use it at every opportunity or else its cooldown may render it unavailable when you need it most.

Diamond Skin completely nullifies attacks up to a set amount of damage for 3 seconds.

RUNES

Crystal Shell effectively doubles the maximum amount of damage that Diamond Skin can absorb during its 3-second duration, increasing your chances of surviving a life-threatening attack or volley of assaults from numerous foes. **Prism** dramatically reduces the Arcane Power cost of all spells during the 3 seconds that Diamond Skin is active. Make sure your most desired skills aren't on cooldown when you activate it or the short-term benefits can be wasted. **Mirror Skin** reflects 50% of the incoming damage back at the attacker. It can be tough to decide between Mirror Skin and **Enduring Skin**, but the latter's ability to extend the duration of Diamond Skin to 5 seconds ensures more protection as long as the maximum damage absorbed isn't met quickly. **Diamond Shards** causes the Diamond Skin to erupt after 3 seconds, dealing 156% weapon damage to nearby enemies—this can be the life-saving blow needed to survive a dangerous situation.

Crystal Shell
Unlocked: Level 14
Increases the maximum amount of damage absorbed to **720** damage at level 14 (damage absorbed is based on player level; amount shown at unlocking level).

Prism
Unlocked: Level 20
Reduces Arcane Power cost of all spells by **7** while Diamond Skin is active.

Mirror Skin
Unlocked: Level 32
Reflect **50%** of damage absorbed back at the attacker.

Enduring Skin
Unlocked: Level 44
Increases the duration of Diamond Skin to **8** seconds.

Diamond Shards
Unlocked: Level 56
When Diamond Skin wears off, diamond shards explode in all directions, dealing **155%** weapon damage as Physical to nearby enemies.

ACTION BAR SKILLS (#1): DEFENSIVE

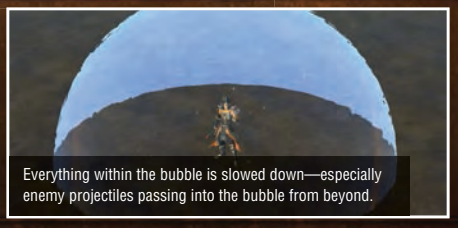
SLOW TIME

UNLOCKED lvl 16

Create a bubble of warped time and space for **8** *seconds, reducing enemy attack speed by* **20%** *and movement speed by* **30%.** *This bubble also slows the movement of enemy projectiles by* **90%.**

- Cooldown **20** seconds.

Slow Time creates a massive bubble that slows down enemy movement and attack speed within the bubble, as well as that of enemy projectiles entering it. What makes Slow Time so effective is that neither the Wizard nor his allies need to stay in the bubble to benefit from it. In fact, it can be advantageous to cast the bubble between the Heroes and the enemy forces, then back away, especially when in a tight area. This not only creates some space between you and the monsters in the bubble, but gives the party plenty of time to react to projectile attacks coming from afar. Slow Time lasts for 8 seconds and has no Arcane Power cost, but doesn't actually damage enemies without the help of a rune.



Everything within the bubble is slowed down—especially enemy projectiles passing into the bubble from beyond.

RUNES

Miasma is a great rune to select for use against fast enemies and large groups. It causes the Slow Time effects to cling to enemies for 3 seconds, even after they exit the bubble. **Time Warp** deals 20% increased damage to foes inside the bubble when attacked. Cast the Slow Time bubble near a group of monsters, quickly exit the area, then unleash a powerful AOE attack centered on the toughest foe inside the bubble! **Time Shell** shrinks the diameter of the Slow Time bubble, but increases the movement speed reduction to 80%. Use this against Elite enemies and bosses that are susceptible to being slowed, as it practically renders them immobile for up to 8 seconds. **Stretch Time** is great for co-op play with other ranged attackers; it increases the attack speed of all allies within the bubble. It also helps melee-based allies who venture into the bubble to attack affected enemies. Enemies are slowed, while your allies' attacks are sped up.

Miasma

Unlocked: Level 23

Slow Time effects cling to enemies for **3** seconds after they have left the bubble.

Time Warp

Unlocked: Level 29

Enemies caught in the bubble of warped time take **20%** more damage.

Time Shell

Unlocked: Level 39

Reduces the area Slow Time affects to **10** yards, but increases the potency of the movement speed reduction to **80%**.

Perpetuity

Unlocked: Level 47

Reduces the cooldown of Slow Time to **16** seconds.

Stretch Time

Unlocked: Level 53

Time is sped up for any allies standing in the area, increasing their attack speed by **10%**.

ACTION BAR SKILLS (#1): DEFENSIVE

TELEPORT

UNLOCKED lvl 22

Teleport through the ether to the selected location up to **35** *yards away.*

- Costs **15** Arcane Power.
- Cooldown **16** seconds.

Like the Demon Hunter's Vault or the Monk's Tempest Rush, Teleport gives the Wizard a means of escape. Teleport allows you to instantly relocate up to 35 yards away. Simply use the mouse to target an area where you'd like to Teleport and activate the skill. There's a moderate cooldown period, but a low enough resource cost that should leave it available at all times. Use this skill to revive a fallen ally or quickly escape to a nearby Healing Well.

The Wizard emerges from the ether in a purple burst of Arcane energy wherever you target with the mouse.

RUNES

Safe Passage makes a quick getaway even better by reducing the amount of damage the Wizard incurs for several seconds after teleporting. It's a good chance to collect a health globe or use a potion before it's too late. **Wormhole** is perfect for those wishing to cover a large distance quickly. Cast Teleport a second time within 1 second of the initial cast to Teleport a second time. This requires some fast mouse and key action, but a little practice is worth the effort. **Fracture** summons two decoys into battle alongside the Wizard after using Teleport. They won't inflict damage on the enemy, but help to draw attention away from the Wizard. **Calamity** is the ultimate upgrade to Teleport, unleashing a low-power Wave of Force immediately after Teleporting. It knocks enemies away from the Wizard, hits for moderate weapon damage, and slows targets!

Safe Passage

Unlocked: Level 26

Incur **30%** less damage for **4** seconds after Teleporting.

Wormhole

Unlocked: Level 31

After casting Teleport, there's a **1**-second delay before the cooldown begins, allowing you to Teleport again.

Reversal

Unlocked: Level 37

Casting Teleport again within **8** seconds will instantly return the Wizard to your original location.

Fracture

Unlocked: Level 43

Summon **2** decoys for **8** seconds after teleporting.

Calamity

Unlocked: Level 59

Cast a low power Wave of Force upon arrival, dealing 75% weapon damage as Physical to all nearby enemies.

ACTION BAR SKILLS (#2): FORCE

WAVE OF FORCE

UNLOCKED lvl 9

Discharge a wave of pure energy that repels projectiles and knocks back nearby enemies. This also slows the movement of enemies by **60%** *and deals* **200%** *weapon damage as Physical.*

- Costs **25** Arcane Power.
- Cooldown **15** seconds.

Nothing creates a little breathing room better than Wave of Force. This skill can be used to instantly repel enemies—or deflect incoming projectiles—on all sides, regardless of the direction the Wizard is facing. Previously weakened enemies will likely be killed by the Wave of Force and survivors will have their movement slowed by 60%. This buys the Wizard enough time to either make an escape or perform a follow-up attack. The one thing she can't do is cast another Wave of Force, at least not until the cooldown expires. This skill is also valuable during co-op play with a Demon Hunter—stick close so this Hero can also benefit from the sudden clearing of foes.

Wave of Force doesn't care how many enemies are surrounding you—they're all going for a ride!

RUNES

Impactful Wave knocks enemies back even further than the base skill and stuns them for 3 seconds. **Forceful Wave** doesn't knock the enemies as far from the Wizard as the standard skill, but hits for 260% weapon damage. Given that targets are still slowed by the base skill effects, the smaller Knockback distance may not be that critical. **Teleporting Wave** is for those who care most about Wave of Force's ability to clear away swarming enemies. This rune teleports affected enemies to random locations beyond the initial Knockback distance. **Exploding Wave** creates a chance for smaller Waves of Force to be generated off enemies caught in the initial wave, increasing the number of foes injured and knocked back by the attack. Exploding Wave is best used in crowded areas, after allowing a large number of monsters to draw close.

Impactful Wave

Unlocked: Level 15
Increases the distance enemies are knocked back and stuns all affected enemies for **2** seconds.

Force Affinity

Unlocked: Level 22
Reduces casting cost to **15** Arcane Power and cooldown duration to **12** seconds.

Forceful Wave

Unlocked: Level 32
Increases damage to **260%** weapon damage as Physical, but reduces Knockback.

Teleporting Wave

Unlocked: Level 39
Enemies caught in the Wave of Force have a **100%** chance to be randomly teleported.

Exploding Wave

Unlocked: Level 49
Enemies hit have a **40%** chance to cause a smaller Wave of Force that deals **100%** weapon damage as Physical and knocks back enemies caught in its wake.

ACTION BAR SKILLS (#2): FORCE

ENERGY TWISTER

UNLOCKED lvl 13

Unleash a twister of pure energy that deals **360%** *weapon damage as Arcane over* **6** *seconds to everything in its path.*

- Costs **35** Arcane Power.

The power of a tornado is at your fingertips! Release multiple Energy Twisters in quick succession that meander across the battlefield, dealing intense damage over time to enemies caught within the funnels. Each cast of Energy Twister summons a single tornado that lasts 6 seconds. The spell can be cast repeatedly, but it's not cheap! Use it against enemies in a narrow corridor, small room, or against a large number of weaker enemies. The actual path of the Energy Twister is impossible to predict and some faster enemies may even avoid it altogether. Nevertheless, a pair of Energy Twisters can certainly soften up a pack of foes.

Send an outbreak of twisters into a pack of enemies for best results.

RUNES

Gale Force boosts the weapon damage caused by Energy Twister from 360% to 468% as Arcane, making it one of the Wizard's most powerful spells. The Energy Twisters will still cut a random path across the area, but this makes sure the targets are dealt a heavier blow. **Raging Storm** causes 2 colliding Energy Twisters to merge into a much larger one that impacts a wider area. There's no guarantee that two Energy Twisters will collide, but casting the spell multiple times in quick succession will likely result in a larger AOE. Use **Wicked Wind** while exploring narrow corridors and chokepoints to force enemies to contend with this powerful stationary twister. **Storm Charge** generates a "Wind Charge" (icon will appear above action bar) whenever you cast Energy Twister. Casting a Signature spell releases the Wind Charges in the form of a giant Energy Twister. The more charges you store (max of 3), the more powerful the Energy Twister!

Mistral Breeze

Unlocked: Level 19
Reduces casting cost of Energy Twister to **20** Arcane Power.

Gale Force

Unlocked: Level 24
Increases the damage of Energy Twister to **468%** weapon damage as Arcane.

Raging Storm

Unlocked: Level 36
When two Energy Twisters collide, they merge into a tornado with increased AOE that causes **360%** weapon damage as Arcane over **6** seconds.

Wicked Wind

Unlocked: Level 41
Twisters no longer travel but spin in place, dealing **252%** weapon damage as Arcane over **6** seconds to everything caught in them.

Storm Chaser

Unlocked: Level 52
Casting Energy Twister grants you a Wind Charge. Store up to **3**. Casting a Signature spell releases all charges as a giant Energy Twister that deals **75%** weapon damage as Arcane per charge.

ACTION BAR SKILLS (#2): FORCE

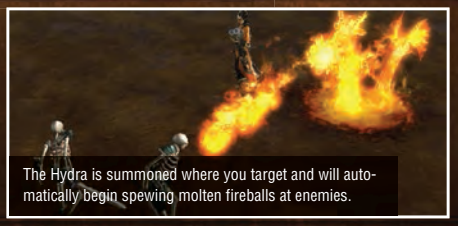
HYDRA

UNLOCKED lvl 21

Summon a multi-headed Hydra for **15** *seconds that attacks enemies with bolts of fire, dealing* **28%** *weapon damage as Fire. You may have only one Hydra active at a time.*

- Costs **15** Arcane Power.

The multi-headed Hydra rises from the ground in a tower of flame. Its three heads immediately begin spewing molten balls of fire at nearby foes. You can't dictate which enemies they target, but you can be sure they'll make quick work of those nearby. The Hydra lasts for 15 seconds and hits for 28% weapon damage with each fiery bolt. Hydra isn't cheap, so use your Signature spells while it's active to ensure you have at least 40 Arcane Power available to summon another one as soon as the first disappears. You can recast a Hydra if you wish to reposition it.



The Hydra is summoned where you target and will automatically begin spewing molten fireballs at enemies.

RUNES

Arcane Hydra replaces the fire-breathing standard Hydra with one that shoots Arcane Orbs. The orbs deal the same amount of damage, but explode on contact and injure all enemies in the area, making it a better option for use against groups of enemies. **Lightning Hydra** electrocutes enemies for slightly more damage than the standard Hydra. **Venom Hydra** creates a pool of acid that deals 13% weapon damage per second to enemies that remain in the pool. Use this rune to foul an area that enemies must cross, forcing them to suffer AOE damage over time. **Frost Hydra** provides a slight increase in damage and expands the size of the attack to affect multiple enemies within a cone. **Mammoth Hydra** sets the ground aflame with a river of fire that deals damage over time to all those caught on the burning ground. This rune is ideal for battles against large numbers of enemies in open space, as well as all situations in narrow areas.

Arcane Hydra

Unlocked: Level 26
Summon an Arcane Hydra that spits Arcane Orbs that explode on impact, causing **28%** weapon damage as Arcane to enemies near the explosion.

Lightning Hydra

Unlocked: Level 33
Summon a Lightning Hydra that electrocutes enemies for **34%** weapon damage as Lightning.

Venom Hydra

Unlocked: Level 38
Summon a Poison Breathing Hydra that leaves a pool of acid, causing **18%** weapon damage per second as Poison to enemies who remain in the pool.

Frost Hydra

Unlocked: Level 46
Summon a Frost Hydra that breathes a short-range cone of frost, causing **31%** weapon damage as Cold to all enemies in the cone.

Mammoth Hydra

Unlocked: Level 56
Summon a Mammoth Hydra that breathes fire at nearby enemies, dealing **22%** weapon damage per second as Fire to enemies trapped on the burning ground.

ACTION BAR SKILLS (#2): FORCE

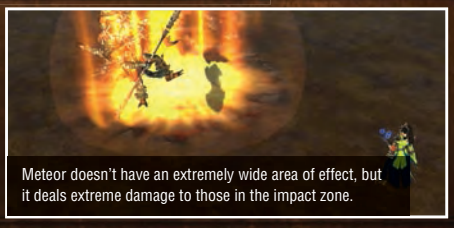
METEOR

UNLOCKED lvl 25

Summon an immense meteor that plummets from the sky, causing **200%** *weapon damage as Fire to all enemies it crashes into. The ground it hits is scorched with molten fire that deals* **60%** *weapon damage as Fire over* **3** *seconds.*

- Costs **60** Arcane Power.

Whether you're staring down a particularly large enemy or a massive group of smaller ones, you'll be hard-pressed to top Meteor for sheer offensive power! Target an area or individual enemy and watch as a massive meteor crashes down from the sky, dealing 180% weapon damage as Fire to all enemies near the impact crater. Scorch the area in front of an advancing column to deal additional damage to all daring to tread across the molten ground. Meteor doesn't have a cooldown, but this spell shouldn't be used too frequently unless precautions are taken to reduce its Arcane Power cost or to regenerate this resource at a faster rate.



Meteor doesn't have an extremely wide area of effect, but it deals extreme damage to those in the impact zone.

RUNES

Molten Impact boosts both the damage inflicted by the initial impact and the molten fire that scorches the ground for several seconds afterwards. Equip this rune as soon as it is unlocked. **Star Pact** significantly reduces the casting cost, making it an even more attractive option than Molten Impact if you are running low on Arcane Power. **Meteor Shower** increases the damage output, but spreads it out over a greater area by pelting the ground with 7 smaller Meteors. It's most effective against a large crowd of enemies, whereas Molten Impact is better when fighting a Rare or boss type enemy. **Comet** transforms the skill to one that is Cold-based, inflicting heavy DPS on impact and dealing extra damage as Cold to slow enemy movement. Reap the benefits of the Cold Blooded passive skill while casting Meteor (for those who prefer this skill over Blizzard).

Molten Impact

Unlocked: Level 29
Increases the damage of the Meteor impact to **260%** weapon damage as Fire and the molten fire to **78%** weapon damage as Fire over **3** seconds.

Star Pact

Unlocked: Level 34
Reduces the casting cost of Meteor to **35** Arcane Power.

Meteor Shower

Unlocked: Level 43
Unleash a volley of **7** smaller Meteors that each strike for **80%** weapon damage as Fire.

Comet

Unlocked: Level 48
An icy meteor deals **240%** weapon damage as Cold. The impact site has a freezing mist that deals **72%** weapon damage as Cold, slowing enemies by **60%** over **3** seconds.

Liquify

Unlocked: Level 58
If the initial impact of the Meteor causes Critical Hits, the molten fire duration is increased to **8** seconds.

ACTION BAR SKILLS (#2): FORCE

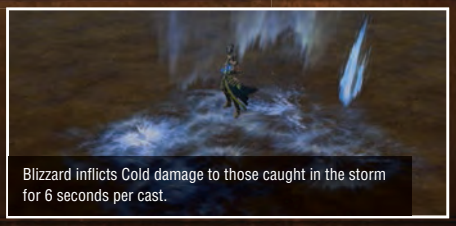
BLIZZARD

UNLOCKED lvl 27

Call down shards of ice to pelt an area, dealing **210%** *weapon damage as Cold to all enemies in the area over* **6** *seconds. Multiple casts in the same area do not stack.*

- Costs **45** Arcane Power.

Blizzard is an excellent skill to use when facing a number of tightly packed enemies. It doesn't require any specific aiming and the falling shards are spread across a large enough area to ensure that even the faster foes get hit. Enemies trapped within the storm for the full duration will all suffer 210% weapon damage as Cold. Blizzard's lower Arcane Power cost makes it a fine alternative to Meteor when looking to strike at multiple enemies simultaneously.



Blizzard inflicts Cold damage to those caught in the storm for 6 seconds per cast.

RUNES

Frozen Solid yields a 20% chance to freeze enemies for 3 seconds, thereby preventing them from taking any action until thawed. **Grasping Chill** further enhances the zoning ability of Blizzard and slows enemy movement so drastically that it's almost like freezing an enemy in place (although it can still attack). **Stark Winter** nearly doubles the size of the Blizzard, making it a premier AOE attack to use against large swarms of enemies, especially if the Cold Blooded passive skill is equipped. **Unrelenting Storm** extends the duration of the Blizzard and also the damage it delivers, but leaves the size and behavior alone. This is often the most desirable modification one can hope for.

Grasping Chill

Unlocked: Level 35

After the Blizzard ends, the ground is covered in a low lying mist for **3** seconds that slows the movement speed of enemies by **60%**.

Frozen Solid

Unlocked: Level 42

Enemies caught in the Blizzard have a **20%** chance to be frozen for **3** seconds.

Snowbound

Unlocked: Level 47

Reduces the casting cost of Blizzard to **20** Arcane Power.

Stark Winter

Unlocked: Level 54

Increases the size of the Blizzard to cover **22** yards, dealing **210%** weapon damage over **6** seconds.

Unrelenting Storm

Unlocked: Level 60

Increases the duration of Blizzard to deal **280%** weapon damage over **8** seconds.

ACTION BAR SKILLS (#3): CONJURATION

ICE ARMOR

UNLOCKED lvl 14

Surround yourself in a barrier of ice. Melee attackers are either Chilled or Frozen for **2** *seconds. Lasts* **120** *seconds.*

- Costs **25** Arcane Power.

Ice Armor is the first of the Wizard's various armor spells to become available. This skill is important for experienced players, as well as those getting their first taste of combat with a mage. Ice Armor inflicts Cold damage to melee attackers, chilling or freezing them for 2 seconds. The chill effect doesn't freeze an enemy solid, but it does cause their movement and attack speeds to slow substantially. Ice Armor lasts for two full minutes, providing more than enough time for the Arcane Power it costs to regenerate. You should always be protected by the armor spell of your choice.

The ice barrier gives way to a chilling fog that slows attackers.

RUNES

Crystallize actually rewards the Wizard with increased Armor each time she is struck by a melee attacker (max stack of 3). Getting hit repeatedly while Ice Armor is active generates a maximum 45% increase to the Wizard's Armor rating for 10 seconds. **Jagged Ice** increases both the amount of damage Ice Armor inflicts upon melee attackers and the duration of the chill effect. **Ice Reflect** yields a 25% chance that a Frost Nova will erupt, centered on the attacker whenever the Wizard is hit by a melee attack. This Frost Nova deals 75% weapon damage as Cold to the attacker and nearby enemies. **Frozen Storm** generates a storm of ice that surrounds the Wizard and deals minor damage as Cold to all enemies in the area, not just those who assault the Hero with melee attacks.

Chilling Aura

Unlocked: Level 21

Lower the temperature of the air around you. Nearby enemies are chilled, slowing their movement speed by **30%**.

Crystallize

Unlocked: Level 31

Whenever you are struck by a melee attack, your Armor is increased by **15%** for **30** seconds. This effect can stack up to **3** times.

Jagged Ice

Unlocked: Level 42

Melee attackers also take **100%** weapon damage as Cold.

Ice Reflect

Unlocked: Level 49

Melee attacks have a **25%** chance to create a Frost Nova centered on the attacker, dealing **75%** weapon damage as Cold.

Frozen Storm

Unlocked: Level 53

A whirling storm of ice builds around you that deals **30%** weapon damage as Cold over **3** seconds after casting Ice Armor.

ACTION BAR SKILLS (#3): CONJURATION

STORM ARMOR

UNLOCKED lvl 17

Bathe yourself in electrical energy, shocking ranged and melee attackers for **70%** *weapon damage as Lightning. Lasts* **120** *seconds.*
- Costs **25** Arcane Power.

Storm Armor doesn't absorb or reflect any damage, nor does it boost the Hero's vital statistics. What it does, however, is make enemies pay the price for attacking the Wizard. Lightning leaps and crackles from the Wizard, striking anything that attacks him for 70% weapon damage as Lightning. This pairs well with Diamond Skin, as they can both be active at the same time. Use Storm Armor to serve as a countermeasure against the less dangerous foes, then activate Diamond Skin when dealing with Champions or Rare enemies. Of course, Storm Armor is also well-suited for use in co-op play, particularly if your ally can deal AOE damage to your weakened attackers.

The electrical energy coursing through the Wizard's armor leaps out and jolts anything foolish enough to attack.

RUNES

Reactive Armor shocks attackers and yields a chance that the Hero will be enveloped for 6 seconds in a shield that shocks all nearby enemies. This damages even those enemies attacking your allies, as it only takes one enemy's attack to generate the lightning shield that harms all nearby. **Power of the Storm** reduces the casting cost of all skills by 3 Arcane Power. Over the full 120-second duration of Storm Armor, the savings could be substantial. **Scramble** enhances the defensive nature of Storm Armor by providing a short-term boost to movement speed whenever you're hit by a melee or ranged attack. Those with a very high Critical Hit Chance will benefit the most from **Shocking Aspect**. This rune has a chance to electrocute a nearby enemy for minor damage each time you score a Critical Hit while Storm Armor is active.

Reactive Armor
Unlocked: Level 23
Whenever you are hit, you have a chance to be enveloped with a lightning shield for **6** seconds that shocks nearby enemies for **50%** weapon damage as Lightning.

Power of the Storm
Unlocked: Level 33
Reduces the Arcane Power cost of all skills by **3** while Storm Armor is active.

Strike Back
Unlocked: Level 37
Increase the damage of the shock to **91%** weapon damage as Lightning.

Scramble
Unlocked: Level 43
Increases your movement speed by **25%** for **3** seconds whenever you are hit by melee or ranged attacks.

Shocking Aspect
Unlocked: Level 58
Critical Hits have a chance to electrocute a nearby enemy for **35%** weapon damage as Lightning.

ACTION BAR SKILLS (#3): CONJURATION

MAGIC WEAPON

UNLOCKED lvl 20

Imbue your weapon with magical energy, granting it **10%** *increased damage. Lasts* **5** *minutes.*
- Costs **25** Arcane Power.

Magic Weapon increases the Hero's total damage per second by 10% regardless of the weapon equipped. Magic Weapon increases the damage dealt by whichever weapon the Wizard is carrying by 10% and lasts a full 2 minutes, all for the low cost of 25 Arcane Power. It also increases the damage of all the skills that are cast while Magic Weapon is active. The skill has no cooldown and should be recast as soon as the effect begins to wear off, as evidenced by the buff icon above the action bar. Take into account your battle performance when deciding to select Magic Weapon over one of the armor spells in this category (assuming Elective mode is not selected).

RUNES

Electrify combines the use of your equipped weapon with the Electrocute skill, generating a chance to cause lightning to spread to 3 nearby enemies for minor damage while the skill is active. **Force Weapon** increases damage by 50% for the entire duration and also generates a slight chance to Knockback enemies hit by weapon attacks. **Venom** causes attacks to poison enemies and deal minor weapon damage as Poison over 3 seconds. **Blood Magic** returns 1.5% of the damage caused by Magic Weapon as Life. This may seem like a small amount, but it can generate a lot of Life over the 120-second skill duration.

Electrify
Unlocked: Level 27
Attacks have a chance to cause lightning to arc to **3** nearby enemies, dealing **10%** of weapon damage as Lightning.

Force Weapon
Unlocked: Level 35
Increases damage bonus of Magic Weapon to **15%** damage, and gives up to a **2%** chance to Knockback any enemies hit.

Conduit
Unlocked: Level 38
Attacks have a chance to restore **1** Arcane Power.

Venom
Unlocked: Level 46
Attacks poison enemies, dealing **15%** of weapon damage as Poison over **3** seconds.

Blood Magic
Unlocked: Level 55
Attacks recover **1.5%** of damage caused as Life.

ACTION BAR SKILLS (#3): CONJURATION

FAMILIAR

UNLOCKED lvl 22

Summon a companion that will attack your targets for **20%** *weapon damage as Arcane. This companion cannot be targeted or damaged by enemies and lasts for* **5** *minutes.*

- Costs **20** Arcane Power

The summoned Familiar floats alongside the Wizard and fires Arcane projectiles that inflict 20% weapon damage. The Familiar doesn't distract enemy attention, nor does it absorb any damage dealt to the Wizard. But it does help to defeat your targeted enemy that much faster, as even 20% weapon damage can really add up after a few projectiles. Consider invoking Familiar only when you have a desired rune to use with it, as that skill slot may be better allocated to an armor spell in the meantime (unless the player turns on Elective mode).

The Wizard's pet is none other than pure Arcane energy that fires projectiles at any enemy you target.

RUNES

Sparkflint doesn't just attack enemies for minor damage, but also increases all of the Wizard's attacks by 12% for the duration that the Familiar is active. **Dartling** adds a 100% chance to pierce to each of the Familiar's projectiles. The projectile's damage is still rather slight, but the piercing ability allows it to chip away at the health of numerous enemies with each shot. **Ancient Guardian** is beneficial to those having a hard time staying above 35% Life. When below this threshold, the Familiar will fully absorb all of the damage aimed at the Wizard for 1 attack every 6 seconds—whether it absorbs a minor attack or a major one is up to chance. **Cannoneer** provides a significant upgrade to the Familiar's offensive power. Its projectiles explode on impact and dish out 20% weapon damage as Arcane to all enemies within 6 yards—a major increase from 20% weapon damage to just a single target.

Sparkflint

Unlocked: Level 30
Summon a fiery Familiar that increases damage of all attacks by **12%** while Familiar is active.

Dartling

Unlocked: Level 40
Summon a lightning Familiar whose projectiles have a **100%** chance to pierce through enemies.

Ancient Guardian

Unlocked: Level 44
Summon a protective Familiar. When you are below **35%** Life, the Familiar will fully absorb damage from **1** attack every **6** seconds.

Arcanot

Unlocked: Level 50
While the Familiar is active, you regenerate **2** Arcane Power per second.

Cannoneer

Unlocked: Level 57
The Familiar's projectiles explode on impact, dealing **20%** weapon damage as Arcane to all enemies within **6** yards.

ACTION BAR SKILLS (#3): CONJURATION

ENERGY ARMOR

UNLOCKED lvl 28

Focus your energies, increasing your Armor by **65%** *but decreasing your maximum Arcane Power by* **20**. *Lasts* **120** *seconds.*

- Costs **25** Arcane Power.

Energy Armor provides a significant boost to the Wizard's Armor rating while reducing the Hero's Arcane Power by 20. This reduction in Arcane Power is not as bad as it seems if you make certain preparations. Wizards who rely heavily on Signature spells aren't likely to feel the reduced Arcane Power as drastically. If you're accustomed to casting multiple Arcane-powered skills, try shifting more to Signature skills and seek to slot them with a rune that actually generates Arcane Power each time you cast them. Arcane Power will continue to regenerate naturally, but the reduced maximum Arcane Power may limit your ability to cast multiple resource-intensive skills.

Enveloped in a transparent bubble of energy, the Wizard becomes less susceptible to enemy attacks.

RUNES

Absorption helps to offset the reduction in maximum Arcane Power by providing the chance to gain 4 Arcane Power whenever the Wizard is hit by a melee or ranged attack. **Pinpoint Barrier** provides a 5% increase to your chance to critically hit while Energy Armor is active. **Energy Tap** reverses the skill's effect on the Wizard's resource and actually increases the Arcane Power maximum by 20 instead of reducing it, leaving no side effects to the tremendous boost in Armor the skill offers. **Prismatic Armor** boosts your resistances by 40% while Energy Armor is active. Unlike Pinpoint Barrier, the greater your existing ratings, the more you'll gain from this boost. Wizards with very low resistances will see less benefit from this skill than those with higher existing resistances.

Absorption

Unlocked: Level 32
You have a chance to gain **4** Arcane Power whenever you are hit by a ranged or melee attack.

Pinpoint Barrier

Unlocked: Level 41
Increases your chance to Critical Hit by **5%** while Energy Armor is active.

Energy Tap

Unlocked: Level 48
Rather than decreasing your maximum Arcane Power, Energy Armor increases it by **20** while it is active.

Force Armor

Unlocked: Level 54
While Energy Armor is active, incoming attacks that would deal more than 35% of your maximum Life are reduced to deal 35% of your maximum Life instead.

Prismatic Armor

Unlocked: Level 54
Increases all of your resistances by **40%** while Energy Armor is active.

ACTION BAR SKILLS (#4): MASTERY

EXPLOSIVE BLAST

UNLOCKED lvl 19

Gather an infusion of energy around you that explodes after **1.5** *seconds, causing* **225%** *weapon damage as Physical to all enemies within* **12** *yards.*

- Costs **20** Arcane Power.
- Cooldown **6** seconds.

Explosive Blast is perfectly suited for players who like to draw the enemy in close, especially when attempting to play as a melee-based Wizard or when sticking close by your Barbarian or Monk companion. Unlike most attack skills, Explosive Blast requires a bit of anticipation and short-term planning as it takes 1.5 seconds for the blast to gather the necessary energy. Trigger this skill, then begin your sprint toward the nearest enemies to get as close as possible when the Explosive Blast detonates.

Ready the Explosive Blast and sprint headlong into a crowd of enemies in time for the explosion of energy.

RUNES

Time Bomb extends the delay by a full second, but increases the damage dealt by the blast to 293% weapon damage. This longer fuse allows the Wizard to set it in anticipation of approaching enemies, thus allowing the Wizard more time to vacate the area before the enemies get within striking range. **Short Fuse** is exactly the opposite of Time Bomb and provides an instantaneous explosion while maintaining the base skill's damage level. This is desirable for those who wish to use the skill defensively, as a means of blasting their way out of a corner. **Obliterate** boosts the explosion radius, making it effective against large crowds of minor enemies. **Chain Reaction** triggers 3 consecutive explosions to detonate off the Wizard, each causing 97% weapon damage. Run through the heart of the enemy's position while using Chain Reaction to injure multiple foes along the way.

Unleashed

Unlocked: Level 24
Reduces the casting cost of Explosive Blast to **10** Arcane Power.

Time Bomb

Unlocked: Level 29
Explosive Blast detonates from the point it was originally cast after **2.5** seconds for **293%** weapon damage as Physical.

Short Fuse

Unlocked: Level 39
Immediately release the energy of Explosive Blast for **225%** weapon damage as Physical.

Obliterate

Unlocked: Level 50
Increases the explosion radius to **18** yards for **225%** weapon damage as Physical.

Chain Reaction

Unlocked: Level 56
A chain of **3** consecutive explosions cascade off you, each causing **97%** weapon damage as Physical.

ACTION BAR SKILLS (#4): MASTERY

MIRROR IMAGE

UNLOCKED lvl 25

Summon **2** *illusionary duplicates of yourself that last for* **7** *seconds and have* **25%** *of your Life. The images may cast some of the same spells as you, but those spells deal no damage.*

- Cooldown **15** seconds.

Mirror Image is a powerful skill that confuses and distracts enemies for 7 seconds, but carries no offensive abilities in its basic form. The Wizard is cloaked in a pink reflective glow, just like the twin duplicates that mimic the Wizard's attacks. The duplicates will perform many of the attack spells that the Wizard casts, but they are just for show. Only the Wizard's spells can damage attackers. The duplicates each possess 25% of the Wizard's max Life (they can be defeated before the 7-second duration expires) and exist purely to draw attention from the Wizard and distract enemies.

The two duplicates, each with a telltale ring on the ground beneath them, will copy your every move.

RUNES

Simulacrum grants the Mirror Images the same amount of Life as the Wizard and should all but ensure they last the full 7 seconds. **Duplicates** increases the number of Mirror Images from 2 to 5, thereby creating even more chance for the enemy to be confused and attack a target other than the Wizard. **Mocking Demise** causes the Mirror Images to explode upon death (or when time runs out). The explosion deals 45% weapon damage and has a 50% chance to Stun enemies it hits for 2 seconds. This is a useful skill in high traffic areas, particularly when battling numerous melee-centric enemies. **Mirror Mimics** allows the spells cast by your Mirror Images to actually inflict 10% of the damage of the Wizard's own spells. For example, if the Wizard casts Energy Twister for 360% weapon damage as Arcane, the Mirror Mimic would cast it for 36% weapon damage (Mirror Images cannot cast all of the Wizard's spells).

Simulacrum

Unlocked: Level 31
Increase the Life of your Mirror Images to **100%** of your own.

Duplicates

Unlocked: Level 37
Summon **5** Mirror Images that have **25%** of your Life each.

Mocking Demise

Unlocked: Level 45
When a Mirror Image is destroyed, it explodes, doing **45%** weapon damage as Physical and has a **50%** chance to Stun for **2** seconds.

Extension of Will

Unlocked: Level 51
The duration of your Mirror Images is increased to **10** seconds and their Life is increased to **29%** of your Life.

Mirror Mimics

Unlocked: Level 58
Spells cast by your Mirror Images will do **10%** of the damage of your own spells.

ACTION BAR SKILLS (#4): MASTERY

ARCHON

UNLOCKED lvl 30

Transform into a being of pure Arcane energy for **15** *seconds. While in Archon form, your normal abilities are replaced by powerful Archon abilities, and your Armor and resistances are increased by* **40%**. *Every enemy killed while in Archon form adds* **1** *second to the duration of Archon.*

- Costs **25** Arcane Power.
- Cooldown **120** seconds.

The transformation from human to Archon form represents the pinnacle achievement in the Wizard's learning. For 15 seconds, the Wizard floats above the ground in Archon form, dishing out powerful Archon versions of skills like Disintegrate. The Wizard can still take damage while in Archon form, but her Armor and resistances are increased by 40%. Save Archon form for areas containing numerous enemies. Soften them up before activating Archon, then kill as many as you can to extend the duration of the skill.

The Archon's soft glow belies the tremendous power lurking within.

RUNES

Arcane Destruction generates a massive explosion that deals heavy weapon damage to all enemies within 15 yards when you transform into Archon form. This helps to kill numerous enemies and increases the duration of the Archon ability. **Teleport** enables the Wizard to cast the Teleport skill while in Archon form. It's important to remember that the Wizard is still susceptible to attack while in Archon form; Armor and resistances are increased, but the Wizard is far from invincible! **Slow Time** grants the Wizard use of the Slow Time spell while in Archon form. Use this to slow enemies in the bubble and make them easier to hit with the Archon's powerful attacks. **Improved Archon** increases the damage of all Archon attacks by 25%, thus making it that much easier to kill enemies and extend the duration of Archon. Unlocking the Improved Archon rune is the pinnacle of Wizardry!

Arcane Destruction

Unlocked: Level 36
An explosion erupts around you when you transform, causing **450%** weapon damage as Arcane to all enemies within **15** yards.

Teleport

Unlocked: Level 40
Archon form can now cast **Teleport** with a cooldown of **10** seconds.

Pure Power

Unlocked: Level 46
Decreases the cooldown of Archon to **100** seconds.

Slow Time

Unlocked: Level 52
Archon form can cast **Slow Time** that lasts **8** seconds.

Improved Archon

Unlocked: Level 60
Increases the damage of all Archon abilities by **25%**.

PASSIVE SKILL

BLUR

UNLOCKED lvl 10

Decreases melee damage taken by **20%**.

No matter how hard you try to avoid melee attackers, the Wizard will get hit. And when you do, it pays to have Blur equipped. This skill reduces the damage incurred from melee attacks by 20%. It's particularly useful for those attempting to play as a melee-based Wizard, as they'll be in harm's way far more often than a standard ranged spellcaster. All Wizards should consider this skill when playing on higher difficulties, especially in areas loaded with melee monsters.

PASSIVE SKILL

POWER HUNGRY

UNLOCKED lvl 10

Gain **30** *Arcane Power whenever you are healed by a health globe.*

It can be argued that no Hero relies on their resource more than the Wizard. The Power Hungry skill ensures that all health globes also replenish 30 Arcane Power, significantly reducing the chance of running out. Players who make frequent use of Signature spells are less likely to need this skill. Consider slotting it only if you frequently find yourself without Arcane Power.

PASSIVE SKILL

EVOCATION

UNLOCKED lvl 13

Reduces all cooldowns by **15%**.

The Wizard doesn't have many skills with prohibitively long cooldown periods, but Evocation is worth slotting just for its effects on the Archon spell alone. Evocation reduces Archon's cooldown from 120 seconds to 102 seconds. It's particularly useful during the end-game boss battle and on higher difficulty settings, when you're more likely to use Archon. Evocation is also worth slotting if you make frequent use of Teleport and Frost Nova.

PASSIVE SKILL

GLASS CANNON

UNLOCKED lvl 16

Increases all damage done by **15%**, *but decreases Armor and resistances by* **10%**

This skill is recommended for advanced players only as the Wizard can be quite fragile. Only those who find themselves seldom in need of health globes or potions should volunteer for a 10% reduction in Armor and resistances. Consider saving Glass Cannon for co-op play, particularly when you have someone in front to tank for you (like a Barbarian or Monk).

PASSIVE SKILL

PRODIGY

UNLOCKED lvl 20

When you deal damage with a Signature spell, you gain **4** *Arcane Power. The following skills are Signature spells: Magic Missile, Shock Pulse, Spectral Blade, and Electrocute.*

Prodigy not only makes it unnecessary to slot an Arcane Power-generating rune with any of your Signature spells, but also limits the drawbacks of using Energy Armor. Having Prodigy slotted to one of your passive skill slots will certainly help to power your more potent skills. And unlike Power Hungry, you won't need to clamor for a health globe in order to gain the extra boost of Arcane Power you need!

PASSIVE SKILL

ASTRAL PRESENCE

UNLOCKED lvl 24

Increases your maximum Arcane Power by **20** *and Arcane Power regeneration by* **2** *per second.*

Astral Presence is a fine alternative to Power Hungry and Prodigy, as it lessens the need to cast Signature spells or scour for health globes in order to gain the extra Arcane Power you might need. Faster Arcane Power regeneration is important and can free up some of the runes that you may have equipped.

PASSIVE SKILL

ILLUSIONIST

UNLOCKED
lvl 27

Whenever you suffer more than **15%** *of your Life in a single hit, the cooldowns on Mirror Image and Teleport are automatically reset.*

Illusionist is a very specific skill that should only be used by those who rely on Mirror Image or Teleport frequently. There are many enemies, particularly when playing on the higher difficulty levels, that can hit for damage exceeding 15% of the Wizard's Life (especially if you have low Armor and Vitality ratings). This skill won't mitigate the damage, but it will instantly end the cooldown for the two aforementioned skills, granting the Wizard a means of escape.

PASSIVE SKILL

COLD BLOODED

UNLOCKED
lvl 30

Cold damage dealt to chilled and frozen targets is increased by **20%**.

Cold Blooded can be devastating if you choose at least two skill-rune pairings that chill or freeze your targets. Use it in conjunction with Blizzard, Ray of Frost, and Frost Nova for maximum results. It's ideal to use during co-op play on the higher difficulties and for solo play in areas with large numbers of enemies. Focus on freezing and chilling as many enemies as you can while your allies deliver Cold AOE damage to take advantage of the 20% extra damage the affected enemies will receive.

PASSIVE SKILL

CONFLAGRATION

UNLOCKED
lvl 34

Fire damage dealt to enemies applies a burning effect, increasing all damage done to them by **10%** *for* **3** *seconds.*

Few of the Wizard's skills inflict Fire damage without a rune that shifts their basic behavior in that direction. Conflagration can prove effective when using Shock Pulse (with Fire Bolts rune), Meteor, or Hydra, but pay close attention to how many of these spells you're using before slotting this passive skill instead of, say, Cold Blooded. Conflagration's additional burning effect is helpful only if you use numerous attacks that inflict Fire damage.

PASSIVE SKILL

PARALYSIS

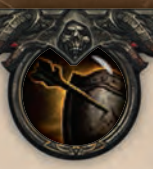
UNLOCKED
lvl 37

Lightning damage dealt to enemies has up to **5%** *chance to Stun the target for* **3** *seconds.*

Many of the skills available to the Wizard either inflict Lightning damage in their base form, or can be shifted to do so with the help of a rune. Frequent users of Electrocute should definitely consider using this skill, even if the chance to stun is only 5%. Using Paralysis in conjunction with Lightning Hydra and Storm Armor is another worthwhile combination that could help to stave off even the most suffocating assaults.

PASSIVE SKILL

GALVANIZING WARD



UNLOCKED lvl 40

Increases the duration of your Armor spells by **120** *seconds. As long as an Armor spell is active, you gain* **96** *Life per second. The following skills are improved: Energy Armor, Ice Armor, and Storm Armor.*

Armor spells already last for 120 seconds and don't have a very high Arcane Power cost, but Galvanizing Ward is still useful. You don't need to slot this skill for the added duration on lower difficulties, but for the 41 Life per second regeneration it grants! You should always have at least one Armor spell on hand and Galvanizing Ward should go along with it. Extending the duration of your Armor spell on Hell and Inferno modes frees your mind to focus on the battlefield instead of watching for the skill effect icon to disappear.

PASSIVE SKILL

TEMPORAL FLUX

UNLOCKED lvl 45

Whenever you deal Arcane damage, enemies are slowed by **30%** *for* **2** *seconds.*

It's important to note the difference between Arcane Power and Arcane damage. Arcane Power fuels many of the Wizard's skills, but not all skills inflict Arcane damage. Arcane magic basks the projectiles in a purple glow and Temporal Flux will see to it that any enemy hit with Arcane damage—even if by an Arcane-infused basic attack—will be slowed for 2 seconds.

PASSIVE SKILL

CRITICAL MASS

UNLOCKED lvl 50

Critical hits have a chance to reduce the cooldown duration of your spells by **1** *second.*

Critical Mass should only be slotted if you have a very high Critical Hit Chance and routinely see yellow numbers emanating from your targets. Depending on the equipment you find or craft, it may take a long while before acquiring a Critical Hit Chance greater than 25%, and this skill delivers minimal returns if you're not scoring Critical Hits at least once out of every four attacks.

PASSIVE SKILL

ARCANE DYNAMO

UNLOCKED lvl 55

When dealing damage with a Signature spell, you may gain a Flash of Insight. After **5** *Flashes of Insight, your next non-Signature spell deals* **75%** *additional damage. The following skills are Signature spells Magic Missile, Shock Pulse, Spectral Blade, and Electrocute.*

Arcane Dynamo allows you to cast the same Signature spells you typically do and watch the icon above the action bar tally the number of Flashes of Insight you earn. Continue casting Signature spells until you have 5 Flashes of Insight built up. At this point, the next non-Signature spell you cast will inflict 75% additional damage. Finish off any stragglers with your Signature spell and save the effects of Arcane Dynamo for the next big group of enemies you encounter.

PASSIVE SKILL

UNSTABLE ANOMALY

UNLOCKED lvl 60

When reduced below **20%** *Life, release a shockwave that knocks all enemies back. This effect cannot occur more than once every* **60** *seconds.*

Unstable Anomaly serves to buy the Wizard some breathing room just when it's needed most. With this passive skill equipped, a massive shockwave similar to the Wave of Force skill (minus the damage) will knock back all nearby enemies when the Wizard is reduced to less than 20% of maximum Life. Use this opportunity to consume a potion, scour for health globes, or to flee to safety. The effect can occur only once every 60 seconds, so take full advantage of it.

ACT I

Gulf of Westmarch
Khanduras
Bramwell
Lut Gholein
Eastgate
Tristram
Westmarch
Aranoch
Duncraig
Ocean
Twin
Marshlands
Kingsport
Skovos

Kebjistan
Caldeum
Gea Kul
Ureh
Kurast
Viz-jun

TRISTRAM

Few locations in Sanctuary have borne the weight of history like that named Tristram. The famed location of the original Horadric monastery soon became known for something far less holy, for it is in Tristram where the Lord of Terror left his mark on the land. Today, the town of New Tristram sits in the shadow of the Old Ruins, not far from the Cathedral.

QUEST

THE FALLEN STAR

OBJECTIVES

1. Kill the risen dead attacking the gates.
2. Talk to Leah in the Slaughtered Calf Inn.
3. Kill the Risen.
4. Talk to Leah in the Slaughtered Calf Inn.
5. Talk to Captain Rumford at the gate to New Tristram.
6. Kill the Wretched Mother.
7. Kill the Wretched Queen in the Old Ruins.
8. Use the Old Ruins Waypoint.
9. Talk to Captain Rumford in New Tristram.

COMPLETION REWARDS

HERO	GOLD	XP
All Classes	124	1125

**Based on Normal difficulty.*

QUEST GUIDE

The dead have plagued New Tristram since the star fell on the old Cathedral. Heroes, each from a faraway land, have been drawn to this unfortunate town. Some have come out of duty, others out of prophecy, and yet another for little more than a thirst for combat. None can foretell the true extent of the darkness that awaits their arrival.

NEW MINIONS OF HELL

Risen
Normal 1 Nightmare 31
Hell 51 Inferno 61

Walking Corpse
Normal 1 Nightmare 31
Hell 51 Inferno 61

Crawling Torso
Normal 1 Nightmare 31
Hell 51 Inferno 61

Wretched Mother
Normal 2 Nightmare 31
Hell 51 Inferno 61

Young Quill Fiend
Normal 1 Nightmare 31
Hell 51 Inferno 61

Quill Fiend
Normal 1 Nightmare 31
Hell 51 Inferno 61

SOURCES OF LOOT

Barrel
Rarity ★

Dead Villager
Rarity ★

Weapon Rack
Rarity ★★

Stump
Rarity ★★

Dead Tristram Militia
Rarity ★★

Old Keepsake Box
Rarity ★★★★

Scarecrow
Rarity ★

Rotten Log
Rarity ★★

Pile of Bones
Rarity ★★

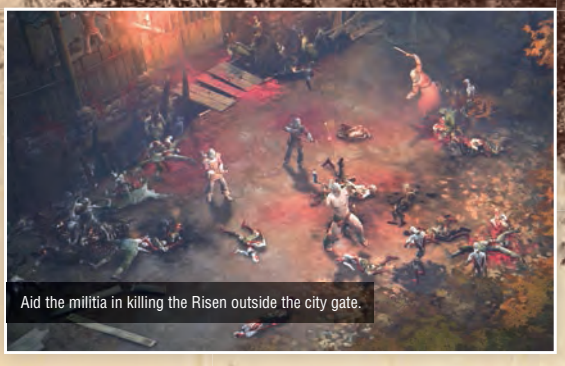
Adventurer's Corpse
Rarity ★★

Chest
Rarity ★★★

Resplendent Chest
Rarity ★★★★

Overlook Road

The Hero's journey toward the fallen star has led to Overlook Road on the outskirts of New Tristram. The rotting dead have come to life in the form of Risen. Kill the living dead located steps ahead by using the Hero's equipped weapon to attack (left-click on the Risen). It should only take one or two blows to kill each of them.


Aid the militia in killing the Risen outside the city gate.

The gates to New Tristram are not far ahead, but Captain Rumford will not open them until all of the rising dead have been slain. Assist the guards in beating back the horde of Risen [1]. The militia will assist with flaming arrows. Consider your Hero's attacking style (ranged or melee) and either fall back behind Captain Rumford and attack from a safe distance or ambush the enemies and attack at close range. Either way, you aren't likely to suffer much damage here.

New Tristram

Captain Rumford reveals that the fallen star crashed upon the Cathedral and a woman named Leah was the only survivor. She can be found inside the Slaughtered Calf Inn, within the town gates. Take a look around New Tristram—speak to the priest, the mayor, and the others if you so desire—then enter the inn to speak with Leah [2].

SHOPS

A Bron the Barkeep*

Categories
Miscellaneous, Repair

B Tashun the Miner

Categories
Weapons, Armor, Repair

C Arghus the Collector

Categories
Weapons, Armor, Repair

D Radek the Fence

Categories
Weapons, Armor, Repair

E Haedrig Eamon

Categories
Crafting, Salvaging

**Only Bron is immediately available.*

Leah tells of her uncle, Deckard Cain, and his being knocked into the depths of the Cathedral by the crashing star. Her story is interrupted when several wounded villagers transform into Risen [3]. Kill them quickly and speak to her again [4]. She's impressed by your willingness to help and instructs you to head back outside the gate to speak with Captain Rumford [5].

Slay the Risen that appear within the inn to gain a reward from Leah.

MINOR OBJECTIVE REWARD

GOLD: 60 **XP:** 60

Experience Learned

Locate the book in Leah's Room within the Slaughtered Calf Inn, as well as the one inside the neighboring house belonging to her uncle. Not only will each book (and many, many more) shed light on the world events and characters you meet, but they'll also yield a tidy sum of XP based on your current level.

Your Stash Awaits

The large wooden chest outside the Slaughtered Calf Inn is your Stash. This special chest not only travels with you from act to act via caravan, but the items you place within it are available across all of the Heroes linked to your Battle.net account. The Stash initially contains 14 inventory slots, but as many as 56 additional slots can be added over time per each of the three pages, yielding a total of 210 available slots. Every new Hero's Stash comes with two Minor Health Potions. Be sure to move them to the Hero's inventory before embarking on your journey to the Old Ruins.

Exit through the gate in time to assist Captain Rumford in defending the town from the Risen smashing through the barricade. Risen continue to appear so long as the nearby Wretched Mother is alive—focus your attacks and kill her before she vomits additional reinforcements [6]. Wretched Mothers are also capable of spitting at the Hero—sidestep this attack to avoid damage.

Old Tristram Road

Dank and Musty Cellars

Investigate each of the houses scattered amongst the fields near Old Tristram Road to see which, if any, have a cellar that can be explored. Accessible cellars often contain a handful of enemies—sometimes even a champion or rare variety—along with a chest or two. Although the cellars are quite small and take only a short time to clear, they may yield some valuable XP and loot.

Down the Wishing Well

Wells may also be available for exploration and often contain a number of individual enemies, as well as an abundance of gold—the people of Tristram have had much reason to risk a coin or two upon a wish over the years. Wells are larger than cellars, but are still quite compact. Take a moment to splash around the entirety of each one to collect all the gold it contains. That is, if you are fortunate enough to find one.

Bonus
KILL 3 WRETCHED MOTHERS

This extra objective yields 450 XP and 50 gold as a reward, completing it helps to level up the Hero faster in the early goings of the adventure. There are more than three Wretched Mothers in the area of Old Tristram Road (they appear as red dots on the mini-map when you get close to them). The Wretched Mothers all disappear from the vicinity upon the death of the Wretched Queen, so eradicate them before making your way to the Old Ruins in the northeast corner of this area.

"The ruins of Old Tristram are truly cursed."
- Barbarian

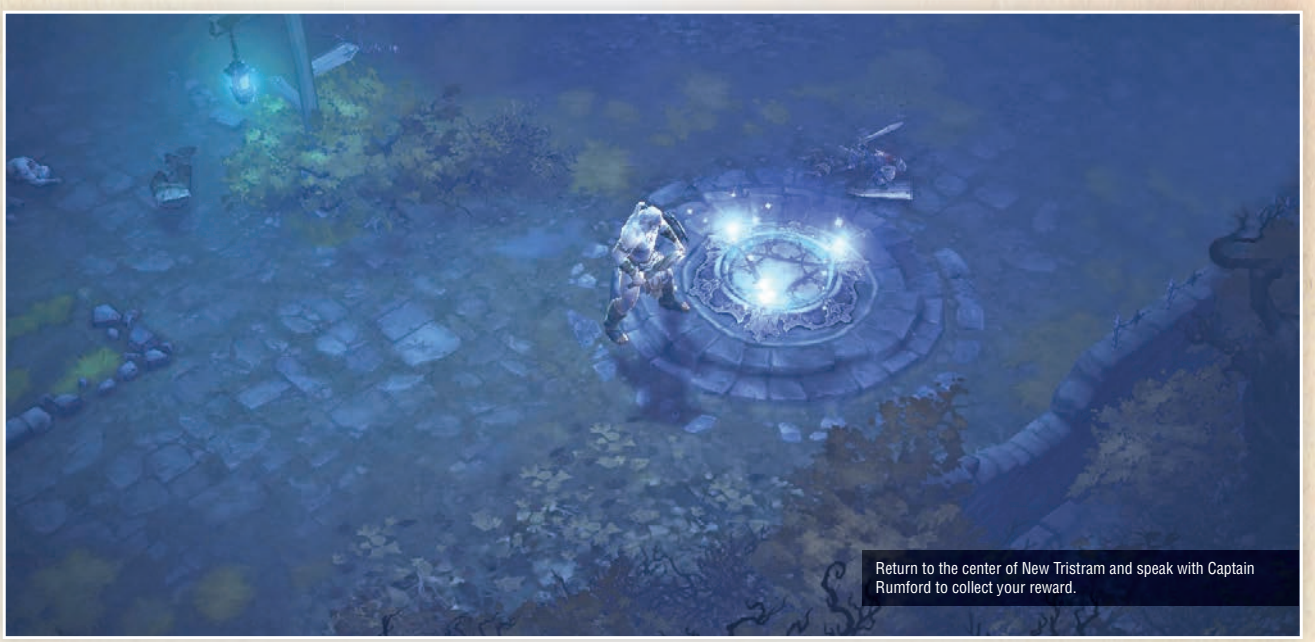
The Hero must now journey north along Old Tristram Road toward the Old Ruins to the northeast and slay the Wretched Queen. Only then will the Wretched Mothers and their Risen children cease to threaten the town. The area is crawling—literally, at times—with Risen, their bloated cousins, the Walking Corpses, and some pint-sized monsters called Quill Fiends. These latter enemies hurl their dart-like quills at the Hero from several steps away, but easily succumb to any attack. Their numbers are not so great as to be a major concern for you yet.

The path to the Old Ruins winds its way past several small houses, some pumpkin patches, and even a cemetery. This is a prime time to get in the habit of exploring beyond the periphery of the main path to fully "paint in" the mini-map. One of the fundamental aspects of maximizing your experience in *Diablo III* is to fully explore the land and battle every enemy you can find. This not only increases your chances of finding valuable loot, but also helps your Hero level up faster. Additionally, inspect each of the clickable items you encounter along the way such as stumps, corpses, and barrels to further maximize your take. Eagle-eyed Heroes may even find the randomly located Old Keepsake Box containing a piece of lore. Finding lore such as this yields a small XP bonus.

The Old Ruins

The road curves to the southeast and heads up a small rise toward the Old Ruins. The ruins occupy the center of this roughly rectangular area. Delay your approach to the Wretched Queen by first completing a counter-clockwise lap through this cursed land. Numerous Walking Corpses stroll amongst Wretched Mothers and Risen in this area and offer plenty of opportunity to gain another level before battling the Wretched Queen. Be sure to inspect the weapon rack within the old armory for a chance at a sharper blade. Continue the loop toward the waypoint in the east, where the Wretched Queen is sure to be found. Follow the strategy we've outlined in the sidebar on the next page to free New Tristram from her onslaught [7].

Step out of the desecrated land and focus your offense on the Wretched Queen before dealing with the summoned Risen.



Return to the center of New Tristram and speak with Captain Rumford to collect your reward.

With the Wretched Queen slain and the last of her ilk laid to rest, it's time to report back to Captain Rumford. Use the waypoint located near the gate. The waypoint will become active as you step across its surface **[8]**.Captain Rumford is located outside the Slaughtered Calf Inn and will be eager to hear your tale of success **[9] Quest Complete**.

WRETCHED QUEEN

FIRST HANDMAIDEN OF THE QUEEN

The Wretched Queen is the leader of the Wretched Mothers and fights with all the protective instincts that her name implies. Although she can spit injurious projectiles of vomit at the Hero, her main attack is to summon numerous Risen from pools of her bile. The Wretched Queen can summon as many as 10 Risen in total, but will typically invoke just five unless the Hero lures her out of range of her spawned Risen or kills off her early spawns. As with her matronly followers encountered elsewhere, the Wretched Queen can be killed rather easily. Focus attacks directly on her to limit the number of Risen that are summoned, then kill them off only after she has been dealt a fatal blow.

MODE	LVL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	2	18-24	450	Spit, Summon Zombies	-	-
Nightmare	31	5718-7624	1900	Spit, Summon Zombies	-	-
Hell	51	124,000-166,000	2900	Spit, Summon Zombies	-	-
Inferno	61	943,000-1,257,000	3400	Spit, Summon Zombies	-	-

QUEST

THE LEGACY OF CAIN

OBJECTIVES

1. Use the New Tristram Waypoint to go to the Old Ruins.
2. Go to the Old Tristram Gate.
3. Find Adria's Hut.
4. Search Adria's Hut.
5. Enter the Hidden Cellar in Adria's Hut.
6. Explore the Hidden Cellar.
7. Kill Captain Daltyn and the Risen.
8. Talk to Leah in the Hidden Cellar.
9. Go to the Cathedral.
10. Enter Cathedral Level 1.
11. Search for signs of Deckard Cain in the Cathedral.
12. Kill the skeletons attacking Deckard Cain.
13. Talk to Deckard Cain in Leoric's Passage.
14. Follow Deckard Cain.
15. Talk to Leah in New Tristram.

COMPLETION REWARDS

HERO	GOLD	XP
All Classes	-	3300

**Based on Normal difficulty.*

The fallen star burns from within the corrupted Cathedral like a holy flame. Leah believes her uncle is still alive, trapped within the Cathedral. Accept her assistance in gaining entry to the locked Cathedral and begin the search for her uncle.

THE OLD RUINS

Use the waypoint in New Tristram to return to the Old Ruins [1]. Once there, Leah uses her key to unlock nearby Old Tristram Gate [2]. The segment of Old Tristram Road to the northeast contains few, if any, enemies, thereby providing time for the Hero and Leah to talk. The owner of the hut up ahead, Adria, was Leah's mother, though she never truly got to know her. Continue across the bridge to the southeast to reach Adria's Hut [3].

Be sure to check for this chest. There is a very high occurance of finding it here.

ADRIA'S HUT

The vestiges of war are evident in and around Adria's Hut. This is where Captain Daltyn led his militia in their final stand against the living dead. Corpses litter the inside of the hut, but the body of Captain Daltyn is nowhere to be found [4]. Leah soon discovers a hidden ladder inside the hut [5].

There's nowhere to go but down!

Descend the ladder to the secret cellar where Leah realizes that the rumors about her mother were true [6]. There's no time for researching Leah's family history, however, as several Risen emerge from the soil alongside the remains of Captain Daltyn! Quickly wipe out the Risen so you can focus on the captain without being attacked [7].

Leah lends a hand with ranged support against Captain Daltyn.

Unlike dealing with the Wretched Queen, Captain Daltyn can't summon replacement Risen so it pays to kill them first. Note that Captain Daltyn may appear before his minions rise, in which case it is possible to kill him before the Risen appear.

Take a moment after killing the zombies to inspect the cauldron in the center of the cave for an item, then talk to Leah [8], who returns to New Tristram while you continue on with the key to the Cathedral.

MINOR OBJECTIVE REWARD

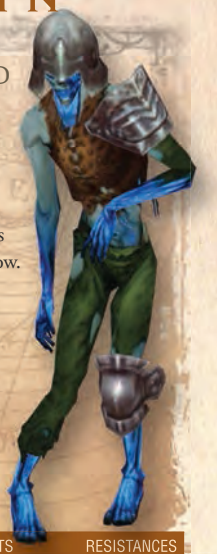
GOLD: 65 **XP:** 330

CAPTAIN DALTYN

FORMER CAPTAIN OF THE GUARD

Captain Daltyn may be the former captain of the guard, but he is little more than an enhanced Risen at this point in his end-of-life cycle. He rises from the ground and summons three Risen to assist him.

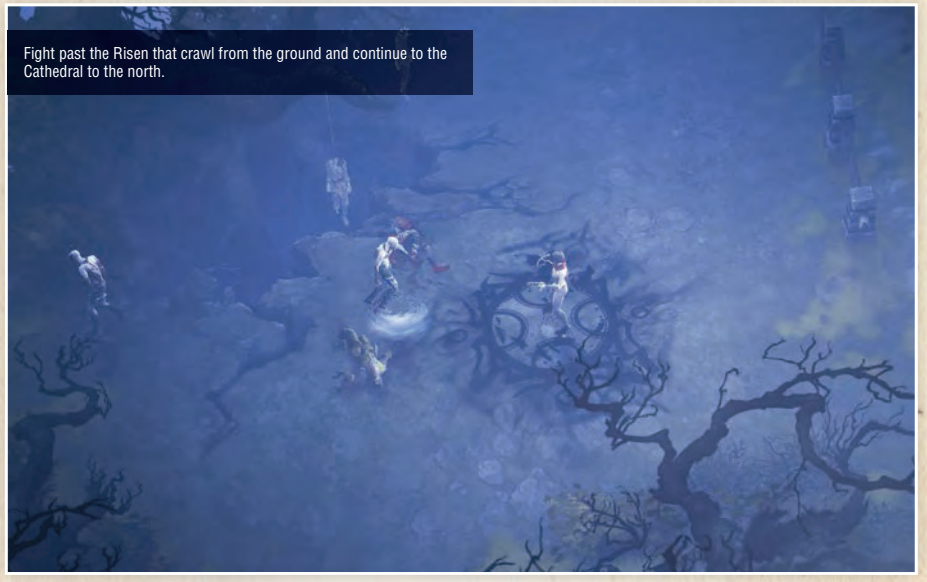
Even without Leah's assistance, Captain Daltyn poses little threat. He has no ranged attacks and is quite slow. Melee fighters can slash away at him without much worry while ranged attackers can stand back and fire away until he's dead—may his soul finally find peace.



MODE	LVL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	3	80-88	500	Attack	Cold Aura, Extra Health	-
Nightmare	31	15,248-16,678	1950	Attack	Cold Aura, Extra Health	-
Hell	51	332,000-363,000	2900	Attack	Cold Aura, Extra Health	-
Inferno	61	2,515,000-2,751,000	3400	Attack	Cold Aura, Extra Health	-

OLD TRISTRAM ROAD (cont.)

The Hero exits the cellar just as a Risen bursts through the hut's northern wall. Slay it and continue north, fighting past many more Risen and Walking Corpses en route to the Cathedral. The ground is strewn with the corpses of slain militia and villagers—you might as well turn out their pockets for them and see what you find. The Cathedral is not far ahead and the key in your possession will unlock the front doors upon approach [9]. Slay the enemies within and enter the crater marking the fallen star's point of impact [10].



Fight past the Risen that crawl from the ground and continue to the Cathedral to the north.

MASS GRAVE

The bodies were piling up faster than the villagers could dig. Who can blame them for tossing the carcasses into the ravine? Inspect the crevice beneath the snarled tree on the side of the road to see if it was used as a mass grave (it will glow brightly if searchable). If so, descend the hangman's noose and have a go at the Risen and Walking Corpses that lie in wait. There just might be a chest or pile of bones waiting to be plundered.

DUNGEON

CATHEDRAL

The Cathedral dungeon has two levels that can be explored at this time. The upper level is a medium-sized dungeon floor that is relatively straightforward to navigate, with a single way in and a single exit leading deeper underground. The lower level, Leoric's Passage, is abridged due to the collapsing structure, but more about that later.

NEW MINIONS OF HELL

SOURCES OF LOOT

Ashes
Rarity ★

Weapon Rack
Rarity ★★

Dead Adventurer
Rarity ★★

Bookcase
Rarity ★★

Chest
Rarity ★★★

Resplendent Chest
Rarity ★★★★

Dead Villager
Rarity ★

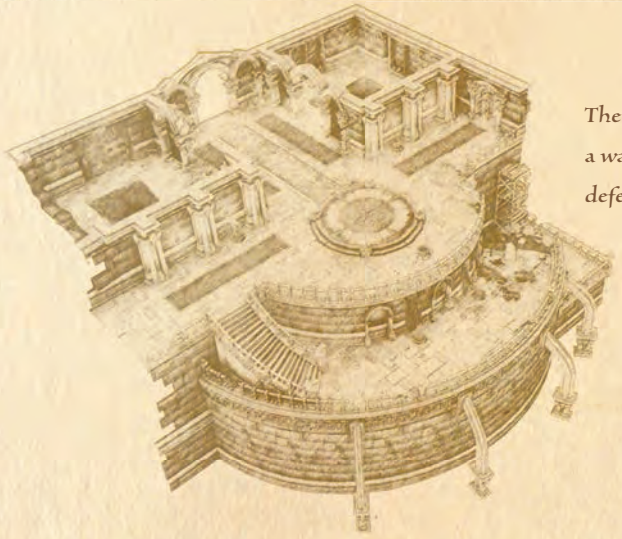
Armor Rack
Rarity ★★

Loose Stone
Rarity ★★

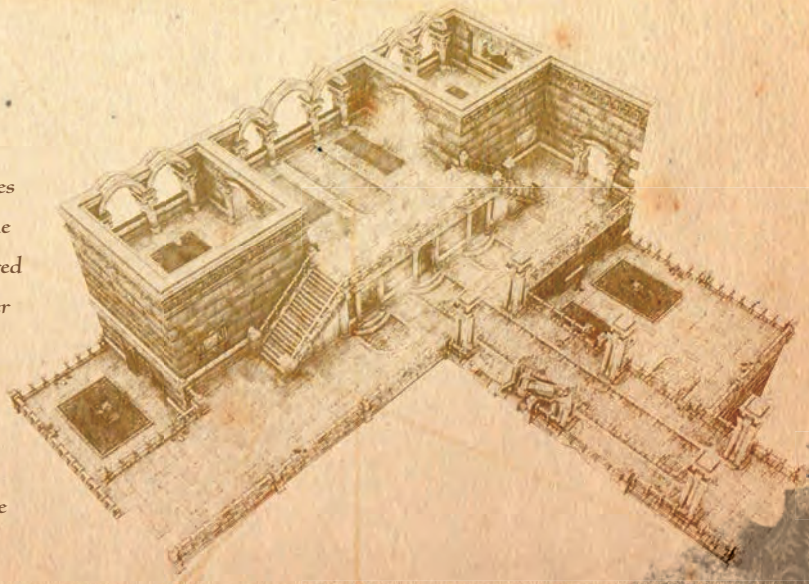
Stump
Rarity ★★

Scribe's Lectern
Rarity ★★★

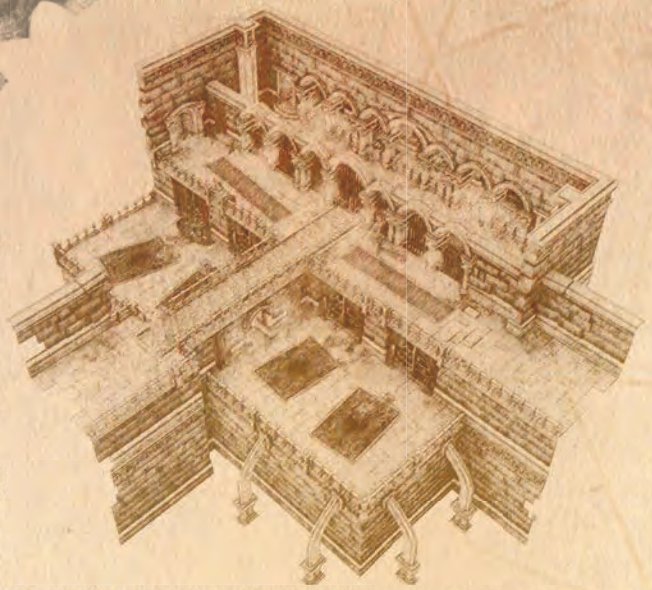
AN EXPLORER'S JOURNAL



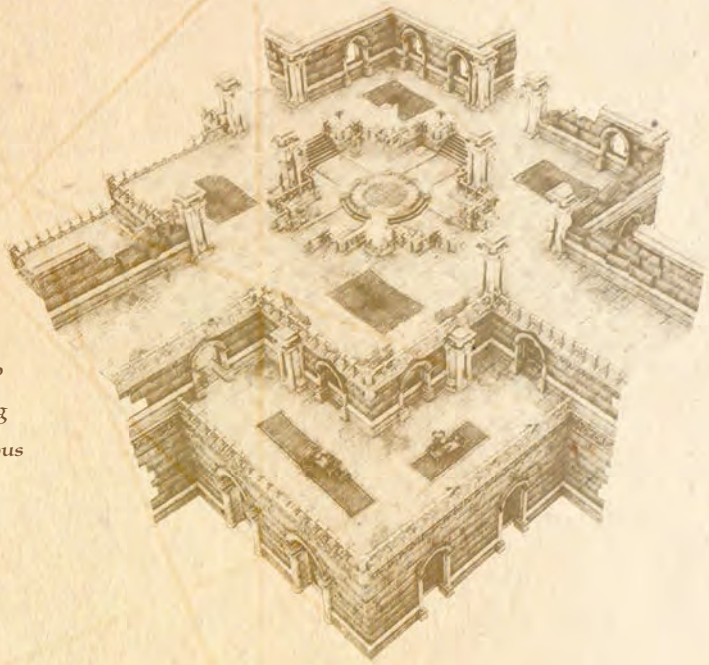
The narrow corridor I traversed soon opened to a semi-circular room, ringed by a waist-high railing overlooking what appeared to be a dead-end. In the rush of defending myself from the Carrion Bats and Ravenous Dead, I nearly ran right past the curving stairs. Curiosity got the better of me and though I knew it to be a dead-end, I sensed there might be treasure down below. I took care to kill off all the enemies before descending the steps, just in case more hellspawn lurked on the lower level.



The grandeur of the Cathedral's halls and staircases never ceases to amaze me, though the architecture does puzzle me from time to time. It's almost as if it's trying to trap me! I once encountered a pair of incredibly steep staircases leading up to a single, larger area above. Little did I know the area above and below was crawling with monsters! I fled up the stairs, across the top, and down the other side only to find myself penned in between groups of hungry Grotesques! The enemies I was trying to flee chased after me—I should have killed them before ascending the stairs.



Though I freely admit that my lack of patience can get the better of me, I have learned to use my intellect to outsmart the Ravenous Dead, even if it means postponing my treasure hunt. For instance, there's a room near the Cathedral's library that contains three wrought-iron gates. Rather than opening all three gates in quick succession as I may have in my youth, I opened just one and let all of the monsters gather around. I then sprinted to the gate at the other end, opened it up, and waited for the stumbling mass to funnel through. Those wretched demons didn't know what hit them!



I continue to be wary of large rooms, especially those with a curiously placed dais in the center—I shall not be that moth drawn to the torches! I have learned through experience to always stick to the perimeter of these rooms. I often find treasure along the walls, but this also helps me to gradually rid the area of the foul beasts near the steps leading to the center. Like a noose tightening on the neck of a Ravenous Dead, I gradually tighten my perimeter path until finally, safely, I inspect the center.

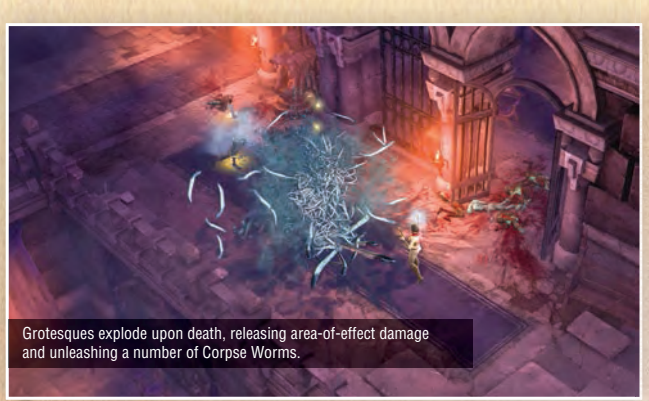
CATHEDRAL, LEVEL 1

Descend the stairs to where the star, an omen perhaps, smashed through the chapel and left a mysterious blue-ringed crater. Break open the wooden door around the corner to the south to enter the dungeon proper. Leah believes her uncle Deckard is still alive deep within the Cathedral and it's up to you to search for him.

The Cathedral dungeon contains several monsters not yet encountered on the surface of Sanctuary. The distended Grotesques bear some resemblance to Walking Corpses, but rather than being severed in two upon death, the Grotesque leaves this world via a violent suicide explosion that causes area-of-effect (AOE) damage to those nearby. Furthermore, a nest of Corpse Worms emerges from the Grotesque's remains and eagerly crawls after the Hero. Grotesques chase after the Hero and attack with spikes. Pay close attention to the Grotesque's health as you attack it, and back away before it explodes.

Pulverized!

Look for all manner of booby traps throughout this and every other dungeon you enter. Traps come in all shapes and sizes, ranging from propped-up walls to falling chandeliers. The latter can be used in the immediate area. Pull the lever holding the chandelier chain in place to drop the heavy wrought-iron candelabra onto the monsters up ahead. Not only does this net you some easy kills, but you'll earn a combat bonus, too!



Grotesques explode upon death, releasing area-of-effect damage and unleashing a number of Corpse Worms.

"The return of the cursed King bodes ill for this land."

- Hero

The drumming of the Carrion Bat's wings echo throughout the Cathedral, but it is the chance encounter with a Molten Carrion Bat for which you must truly prepare. It's likely you'll face a rare Carrion Bat armed with the Molten trait. The enemy leaves a hazardous trail of fire behind it wherever it flies and its accompanying minions also carry this ability. Molten creatures attack and are resistant to the fire Element. Furthermore, the rare or champion caliber Molten Carrion Bat (not its minions) explodes in a fireball after being dealt a fatal blow. Back away quickly to escape the explosion's blast radius.

Carrion Bats are best attacked from afar. Melee fighters should deliver AOE damage or attempt to isolate individual Carrion Bats from their flock.

Potions and Cooldown

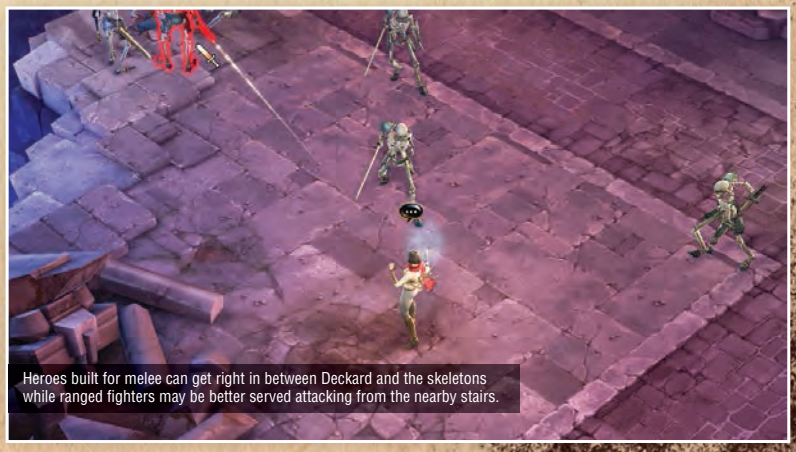
A rare Carrion Bat will likely be the first encounter that forces you to use a potion. Keep in mind that multiple potions cannot be used in quick succession. As with many special skills, potions have a corresponding cooldown period. You must rely on Health Globes or healing skills until the cooldown has ended.

Explore this level of the Cathedral from corner to corner in search of the golden glow of the doorway leading to Leoric's Passage **[11]**. It's quite common to find the path blocked by barricades of wreckage and bolted doors—smash them to splinters and carry on, using the mini-map as your guide. Seek out the Scribe's Lecterns for a chance at uncovering parts of Lachdanan's Scroll and a small amount of bonus XP.

LEORIC'S PASSAGE

Deckard Cain is just beyond the entrance to Leoric's Passage, and he's in a heap of trouble. A collapsing floor staves off his pursuers, but the cursed soul of King Leoric rises to threaten him. A number of Royal Henchman materialize near Cain—he needs your help!

Rush down the stairs and lay waste to the Royal Henchman **[12]**. The initial wave of assailants numbers seven, but more will follow. This second rush will be led by the Headcleaver, a skeleton similar to the Royal Henchman, but with additional health and a spine-tingling laugh.



Heroes built for melee can get right in between Deckard and the skeletons while ranged fighters may be better served attacking from the nearby stairs.

HEADCLEAVER

ROYAL EXECUTIONER

The Headcleaver, a Royal Executioner by trade, is slightly larger than the Royal Henchman, but bears all the same physical characteristics. This doesn't keep the Unique beast from periodically unleashing an intimidating laugh. The living dead are so foolish in this manner: Headcleaver's laugh deals no damage to the Hero, and ultimately creates an opening for the Hero to attack! The Headcleaver cannot attack and laugh at the same time—a perfect opportunity to shatter his bones!

MODE	LVL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	4	90-105	550	Attack, Laugh	Extra Health	-
Nightmare	31	11,436-13,342	1950	Attack, Laugh	Extra Health	-
Hell	51	249,000-291,000	2900	Attack, Laugh	Extra Health	-
Inferno	61	1,886,000-2,200,000	3400	Attack, Laugh	Extra Health	-

Deckard Cain is ever grateful for saving him. Inspect the area for a stray chest or ashes, then speak with him to accept his humble thanks [13]. Cain uncovers a secret exit to the Cathedral garden, an area beyond the locked gate on the side of the church [14]. Follow him through the exit and use the waypoint to return to New Tristram, where Leah is anxiously waiting to hear your report [15] **Quest Complete**.

QUEST

A SHATTERED CROWN

OBJECTIVES

1. Talk to the blacksmith Haedrig Eamon.
2. Kill the Ravenous Dead in the Cellar of the Damned.
3. Kill Mira Eamon.
4. Talk to Haedrig Eamon in the Cellar of the Damned.
5. Open the Northwest Gate.
6. Find the Cemetery of the Forsaken in the Weeping Hollow.
7. Search for the Chancellor's Altar beneath the Cemetery of the Forsaken.
8. Kill Chancellor Eamon.
9. Take the Skeleton King's crown from the Chancellor's Altar.
10. Use the Town Portal to return to New Tristram.
11. Talk to Haedrig Eamon.

COMPLETION REWARDS

HERO	CRAFTING	XP
All Classes	Blacksmithing	325

**Based on Normal difficulty.*

The Skeleton King was once Tristram's beloved ruler, Leoric, before he was driven mad by Diablo's evil. It appears he has risen again to plague this land. The key to defeating him lies in his old crown. Seek out the blacksmith, Haedrig, as he should know of its whereabouts.

New Tristram

Talk to Deckard Cain to learn of the prophecy surrounding the fallen star and the return of the Skeleton King. Deckard believes that the blacksmith, Haedrig, knows the whereabouts of King Leoric's crown, the only thing that could defeat the Skeleton King. Haedrig can be found on the north side of town, standing near the signpost at the base of the slope [1].

The blacksmith is preoccupied with thoughts about his dear wife, Mira. She's been bitten by the living dead and is currently locked in the cellar, along with the rest of the infected. It's up to Haedrig to end their suffering, but he can't stomach the thought of killing his own wife. He needs your help.

Pay each of the merchants a visit as you head north through New Tristram in search of Haedrig Eamon.

Open for Business!

The defeat of the Wretched Queen has brought temporary relief to the citizens of New Tristram, allowing them to return to a modicum of normality. The barricade blocking off the lower portion of town has been removed and several shops have reopened, including Arghus the Collector and Radek the Fence. Visit any of these merchants to peruse their stock of enhanced weapons and armor, or to repair your equipment.

Follow Haedrig into the Cellar of the Damned and smash through the door where the infected have been quarantined. The Ravenous Dead aren't powerful, as you know from earlier encounters with the Risen [2]. Slash through the lot of them so Haedrig can have a moment with his wife before she transforms into a type of Wretched Mother [3].

Take pity on Mira's state and end her misery as quickly as you can.

Mira Eamon

Wife of Haedrig

Mira Eamon's selflessness in caring for the infected led to her transformation into a poison-spitting zombie, not unlike the Wretched Mothers encountered outside the New Tristram gates. Her slow attack rate and lack of minions make this a manageable fight—you can almost sense her inner desire to be killed overriding the zombie disease that has taken hold of her.

MODE	LVL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	5	120-135	600	Poison Spit	-	-
Nightmare	31	11,436-13,342	2000	Poison Spit	-	-
Hell	51	249,000-280,000	2950	Poison Spit	-	-
Inferno	61	1,886,000-2,122,000	3400	Poison Spit	-	-

Minor Objective Reward

GOLD: 70 **XP:** 900

The grief-stricken Haedrig is in your debt. He reports that the crown you seek is buried with the Chancellor, his grandfather, in a tomb in the Cemetery beyond the Weeping Hollow [4]. Exit town through the northwest gate. A small pack of Scavengers attacks on the bridge. Defeat them with the help of the nearby guards and continue into the Cemetery [5].

The guards won't open the northwest gate until you've assisted Haedrig in the Cellar of the Damned.

THE CEMETERY

There's nobody around to recall whether the corpses buried in the Weeping Hollow were placed there simply due to a lack of space in the Cemetery of the Forsaken, or because they weren't deemed worthy. Nowadays, everyone in New Tristram refers to the sprawling graveyards to the north of town simply as 'the cemetery' and is quick to advise against travel there. Nevertheless, the old path traces a winding route through the hollow to the gates of this area. There, a number of Defiled Crypts stand in perpetuity. One such crypt contains the crown of former King Leoric.

NEW MINIONS OF HELL

SOURCES OF LOOT

Rock Pile
Rarity ★

Rotten Log
Rarity ★★

Log
Rarity ★★

Chest
Rarity ★★★

Stump
Rarity ★★

Dead Villager
Rarity ★★

Rotting Coffin
Rarity ★★★

Resplendent Chest
Rarity ★★★★

THE WEEPING HOLLOW

The Weeping Hollow spreads out across a vast acreage of rotting logs and crumbling graves. The Cemetery of the Forsaken lies to the northeast, yet there is much to gain by traversing the Weeping Hollow **[6]**. A Hero seeking strength will do well to cleanse this land of all enemies found here.

With the exception of the Scavenger, many of the enemies infecting the Weeping Hollow are stronger versions of those in the Old Ruins.

The monsters in the Weeping Hollow range in numbers from just a small pack of three or four Scavengers to gangs of Ravenous Dead totaling dozens of enemies. The quick-moving Scavengers and Hungry Torsos can close on you in a hurry, making it advantageous to have an attack capable of branching out to slay multiple foes, or one that slows. The Wizard's Frost Nova and Witch Doctor's Grasp of the Dead are perfect for halting Scavengers mid-stride! Though Scavengers strike primarily with teeth and claw, they also possess a lunging attack that can cover several strides in a flash.

Grave Robbers

Beware of the occasional grave opening that sprouts a Skeleton. These monsters are also known to emerge from Rotting Coffins. Disturbing such tombs may yield more than a pile of gold.

Bonus

FIND HAEDRIG'S APPRENTICE

The corpse of Haedrig's Apprentice can be found lying somewhere in the Weeping Hollow near a dilapidated dwelling. He had clearly fallen victim to the hordes of Ravenous Dead and Retching Cadavers that infect this fouled land. Strip his corpse for gold and clothing if the loot and XP you gain for the quest is not to your satisfaction.

Area of effect skills that slow and cause damage will make quick work of even the largest of hordes!

The Weeping Hollow is an excellent locale for testing out any new AOE skills that your Hero has learned, particularly against the really large groups of monsters near the headstones. The Witch Doctor's Grasp of the Dead skill is extremely effective in this area, especially when combined with a pack of Summoned Zombie Dogs. Similarly, using the Wizard's Wave of Force skill to deploy a surge of arcane energy in all directions lays waste to your foes.

Regardless of your Hero or selection of skills, always allow your Hero's resource to replenish before engaging the truly large mobs prevalent in this area. Combine attacks that deal large damage across an area with those that slow the enemy's pursuit, then back away and use additional attacks to pick them off. Melee fighters should use the environment to their advantage—keep your back against solid terrain to avoid being surrounded.

CEMETERY OF THE FORSAKEN

The Cemetery isn't far from the New Tristram gate and can be found by following the winding road as it leads to the northeast. Any three of the crypts here will be available for exploration. The crown Deckard Cain spoke of is hidden away inside one of these crypts, but there's no telling which one. Pay attention to the crypts you search along the way to avoid re-entering one you've already investigated.

The crown is entombed within one of the three accessible Defiled Crypts, but there's no telling which one.

DUNGEON

DEFILED CRYPT

Of the three Defiled Crypts you must search, two consist of just one small-to-medium sized floor, whereas the crypt containing the crown has three floors. A Dungeon Stone, often located near a resplendent chest, can be found deep inside each of the crypts, granting a speedy exit. The Hero will remark on the likelihood of the crown being in another crypt once a crown-less crypt has been exhausted. This is your cue to find the Resplendent Chest and exit.

NEW MINIONS OF HELL

SOURCES OF LOOT

Ashes
Rarity ★

Barrel
Rarity ★

Loose Stone
Rarity ★★

Stone Coffin
Rarity ★★

Coffin
Rarity ★★

Rotting Coffin
Rarity ★★

Bookcase
Rarity ★★

Stone Vault
Rarity ★★★

Sarcophagus
Rarity ★★★

Resplendent Chest
Rarity ★★★★

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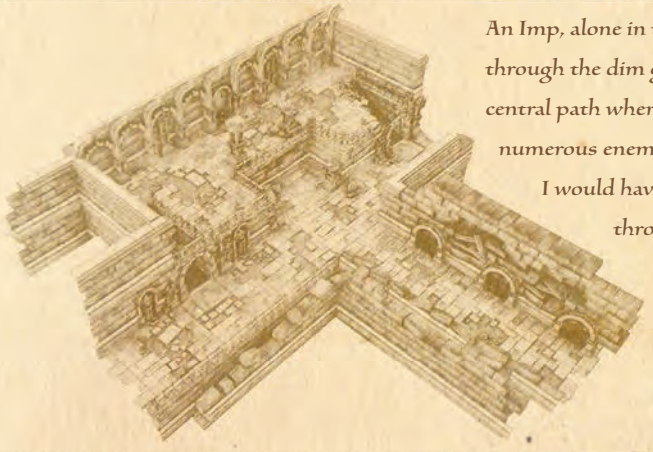
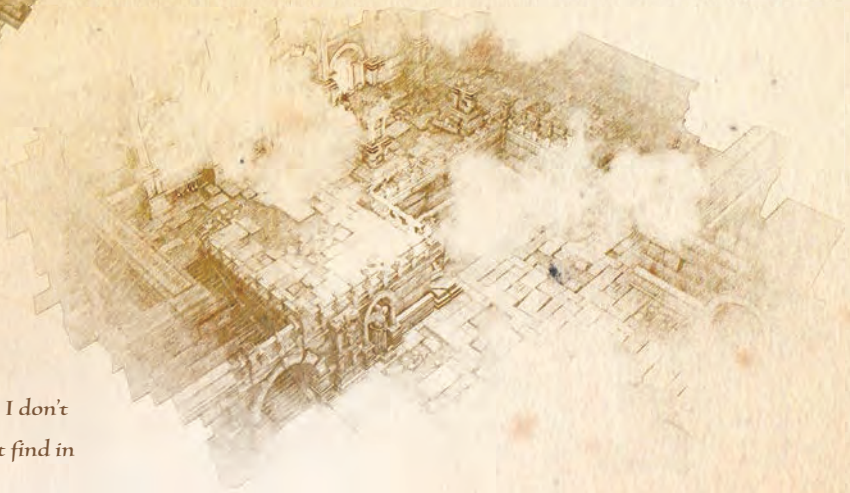


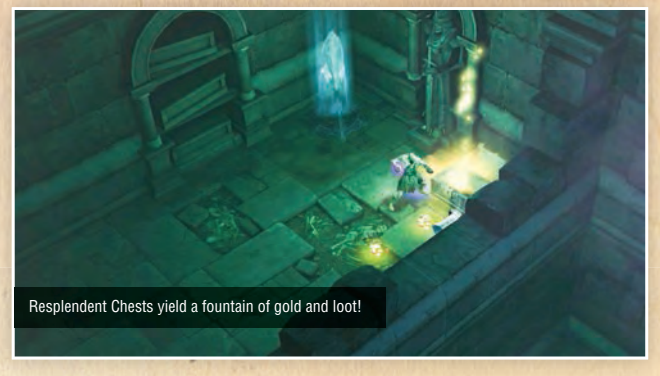
An Imp, alone in the distance, seemed to taunt me into following him. Fortunately, through the dim glow of the Defiled Crypt, I noticed the raised balconies flanking that central path where the Imp stood. Another trap! I stepped to the right and encountered numerous enemies lying in wait atop that raised walk. More appeared in the center. I would have been caught in a crossfire for sure had I continued mindlessly through the center of the room. Instead, it was I who had the upper hand!



I continue to encounter lengthy stairways that lead up to square rooms of little note. I take my time slaying all of the Imps and Harvesters on the lower level before climbing the stairs to avoid being surrounded. The hellspawn on the upper balcony are easy to bait. Oh how the living dead are so willing to line up for me on the stairs as I back away and smite them one by one! I don't always find treasure atop those stairs, but what I might not find in gold, I most certainly gain in experience!

DEFILED CRYPTS

Scour the three Defiled Crypts until you uncover the one that has a second, lower level. It's not a bad idea to back out at that point and search the other crypts if you haven't already (although you can do this after retrieving the crown, if you so choose). Always look for a Resplendent Chest tucked away near the exit of the crypt. There won't always be one, but the additional XP gleaned from the monsters you'll encounter during the search helps strengthen the Hero.



Resplendent Chests yield a fountain of gold and loot!

Rather than a Dungeon Stone, the Defiled Crypt containing the crown you seek has a staircase to a second, lower level. This leads to a battle with a unique monster known as Manglemaw, a diabolical creature tasked with guarding the entrance to the Chancellor's Tomb, the lowest of the three levels of the proper Defiled Crypt [7].

Lead Manglemaw through the second doorway to narrow this foe's lateral movement and fix your target in position.

JAR OF SOULS

You may stumble into a Defiled Crypt with a small blue jar floating above a raised pedestal. This is the "Jar of Souls" event. Disturbing this urn-like receptacle unleashes dozens of restless souls. Survive the assault for 60 seconds to complete this bonus event and claim a prize in gold and XP. This battle against a host of Skeletons is made easier with the help of attacks that can damage and/or slow numerous enemies at once. Skeletons can cause harm only from extremely close range. Have your potions ready and stick to the perimeter of the room to avoid being surrounded.

THE MATRIARCH'S BONES

Some Heroes may encounter a ghostly woman named Lady Dunhyld, who haunts the halls, signaling "The Matriarch's Bones" event. Seek out the three funerary urns to collect her missing remains, then return them to the sarcophagus where she was entombed. The spirit of her distressed husband, Lord Dunhyld, tries to stop you with a combination of the Fast and Soul Leech traits. The latter slows you down, increasing your susceptibility to the attacks of the rising Skeletons. Defeating Lord Dunhyld, a unique monster, is entirely optional. Collect the three sets of body parts (marked on the mini-map), then deposit the completed body in the Sarcophagi of Lord and Lady Dunhyld to claim 360 gold and 1370 XP.

MANGLEMAW

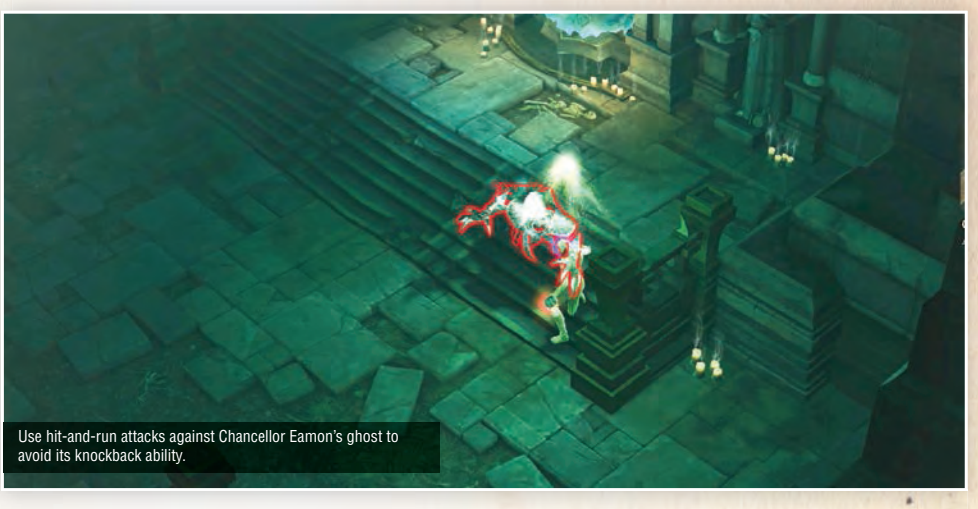
HORROR OF THE CRYPT

The amalgamation of decomposing corpses known as Manglemaw bursts through the door atop the stairs leading down to the Chancellor's Tomb. Manglemaw lacks any special traits and has no resistances, making it susceptible to all manner of attack. Lead Manglemaw away toward another door or chokepoint. This limits his lateral range and forces this large target to become easier to hit. Manglemaw looks a lot tougher than it is. Top off your health before approaching the stairs to the Chancellor's Tomb and you should be just fine. Manglemaw swings its massive arms for moderate melee damage, with a chance of knockback.

MODE	LVL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	6	300-350	650	Melee Strike	-	-
Nightmare	32	26,040-30,380	2050	Melee Strike	-	-
Hell	51	498,000-582,000	2950	Melee Strike	-	-
Inferno	61	3,772,000-4,401,000	3400	Melee Strike	-	-

CHANCELLOR'S TOMB

The Chancellor's Tomb is guarded by one or two Tomb Guardians. This foe fires a slow-moving arcane orb and has the ability to summon up to four Skeletons. Back away from the Tomb Guardian to lure it into casting its arcane attack. Sidestep the projectile, then go on the offensive. Eliminate any remaining Skeletons and take a moment to top off your health. The ghost of Chancellor Eamon will attack as you interact with the Altar—you must defeat it to claim the crown **[8]**.



Use hit-and-run attacks against Chancellor Eamon's ghost to avoid its knockback ability.

Claim the broken crown from the altar and gain the Town Portal. Have a look around to see if there is a chest or other loot down the hall to the right **[9]**. Use the nearby Dungeon Stone to return to the Cemetery of the Forsaken, if you wish to explore the other crypts in the cemetery; otherwise, use the newly gained Town Portal to return to New Tristram **[10]**. Once there, talk to Haedrig in the center of New Tristram **[11] Quest Complete**.

Blacksmith's Belongings

Look around Haedrig's shop for a box containing his personal belongings. The letter (a piece of lore) he keeps within that box yields a small XP bonus if you find it—and don't mind snooping.

CHANCELLOR EAMON

ASTRAL GUARDIAN

The ghost of Chancellor Eamon teleports around the tomb, never straying far from the altar, but doing its best to stay out of range of melee fighters (except to strike with its own Knockback ability). Ranged attackers have the advantage of naturally seeking to avoid Chancellor Eamon's knockback range. The ghost's Soul Siphon ability works to chill you to the core and slow your movement speed. A Hero of equal or greater level should have little trouble besting this ghoulish defender of the crown. Those at a lower level can find victory with a well-timed potion, if necessary.

MODE	LVL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	7	300-322	700	Soul Siphon	Teleporter, Knockback	-
Nightmare	32	21,700-23,327	2050	Soul Siphon	Teleporter, Knockback	-
Hell	51	415,000-447,000	2950	Soul Siphon	Teleporter, Knockback	-
Inferno	61	3,143,000-3,379,000	3400	Soul Siphon	Teleporter, Knockback	-

Blacksmith Services Now Available!

With no wife to care for, Haedrig has decided to reopen his Blacksmithing shop in the center of New Tristram, near the waypoint. Haedrig can salvage crafting materials from your magic and rare equipment, and also craft new armor and weapons. Choose from the list of plans (aka recipes) for items you wish to procure and consult the requirements shown. Every item that Haedrig can craft has a crafting fee (gold), along with a number of required crafting materials.

For this initial visit to the Blacksmith, consider salvaging all of your unwanted magic equipment (and selling all of your unwanted common equipment to nearby Tashun the Miner) then use crafting materials you receive in return to craft better equipment. Use some of your gold to train the Blacksmith to gain access to new plans. Craft armor that fills your Hero's current needs. For example, craft a helm if you haven't found one yet. Or craft a set of gloves if you are still using common gloves

The Blacksmith is just one of two Artisans the Hero will come to rely upon. Turn to the "Artisans & Crafting" chapter of this guide for more information, including a complete list of the Blacksmithing plans.

QUEST

REIGN OF THE BLACK KING

OBJECTIVES

1. Use the New Tristram Waypoint to return to the Cathedral Garden.
2. Enter Leoric's Passage.
3. Go to the Cathedral Level 2 through the Ornate Door.
4. Descend through the Cathedral.
5. Give aid to the Warrior.
6. Find the Warrior's Stolen Items.
7. Find and kill Jondar.
8. Join the Templar.
9. Search for the Royal Crypts.
10. Find the Crypt of the Skeleton King.
11. Enter the Crypt of the Skeleton King.
12. Kill the Returned.
13. Place Leoric's crown on the Skeleton King.
14. Kill the Skeleton King.
15. Enter the Desolate Chamber.
16. Talk to the Stranger in the Desolate Chamber.
17. Return to New Tristram.
18. Talk to Deckard Cain.

COMPLETION REWARDS

HERO	GOLD	XP
All Classes	-	375

**Based on Normal difficulty.*

The refurbished crown of King Leoric grants its owner entry to the Royal Crypts beneath the Cathedral. Take the crown, as Cain instructs, to the mausoleum in the Cathedral Garden and descend to where the star had fallen, into the lair of the Skeleton King.

CATHEDRAL GARDEN

Speak to Deckard Cain in New Tristram to receive his guidance on where to bring the crown. Use the Waypoint to travel to the Cathedral Garden [1]. Take a moment to look around for a chest or pile of bones, then descend into the mausoleum where you first encountered Deckard Cain [2]. Once inside, go down the small set of stairs inside Leoric's Passage to the ornate door; it opens under the command of the crown-bearer [3].

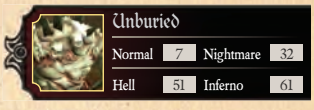
This ornate door in Leoric's Passage senses the presence of the king's crown and opens only to those who possess it.

DUNGEON

THE CATHEDRAL

The Hero's earlier visit to the Cathedral offered a mere sampling of the catacombs lurking beneath this structure. Leoric's Passage filters access to levels 2-4 of the Cathedral, where several new and dangerous denizens lurk. Beyond the sprawling fourth level lies the Royal Crypts and, ultimately, the Crypt of the Skeleton King. These deeper levels are not unlike those explored earlier, though they do contain many more traps and several unique architectural constructs that can be put to tactical advantage.

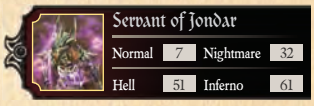
NEW MINIONS OF HELL


Unburied
Normal 7 Nightmare 32
Hell 51 Inferno 61

Skeletal Guardian
Normal 6 Nightmare 32
Hell 51 Inferno 61

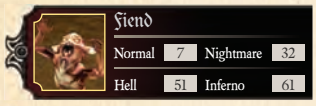
Dark Cultist
Normal 7 Nightmare 32
Hell 51 Inferno 61

Necromantic Minion
Normal 7 Nightmare 32
Hell 51 Inferno 61


Servant of Jondar
Normal 7 Nightmare 32
Hell 51 Inferno 61

Skeletal Archer
Normal 7 Nightmare 32
Hell 51 Inferno 61

Skeletal Shieldbearer
Normal 7 Nightmare 32
Hell 51 Inferno 61


Fiend
Normal 7 Nightmare 32
Hell 51 Inferno 61

Returned
Normal 10 Nightmare 34
Hell 52 Inferno 61

Forgotten Soldier
Normal 7 Nightmare 32
Hell 51 Inferno 61

Forgotten Warrior
Normal 7 Nightmare 32
Hell 51 Inferno 61

SOURCES OF LOOT

Ashes
Rarity ★

Barrel
Rarity ★

Loose Stone
Rarity ★★

Dead Villager
Rarity ★★

Dead Adventurer
Rarity ★★

Stone Coffin
Rarity ★★

Bookcase
Rarity ★★

Weapon Rack
Rarity ★★

Armor Rack
Rarity ★★

Scribe's Lectern
Rarity ★★★

Stone Vault
Rarity ★★★

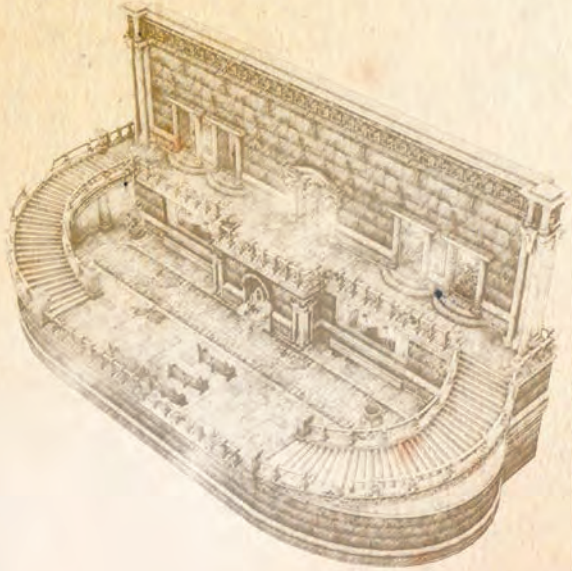
Sarcophagus
Rarity ★★★

Chest
Rarity ★★★

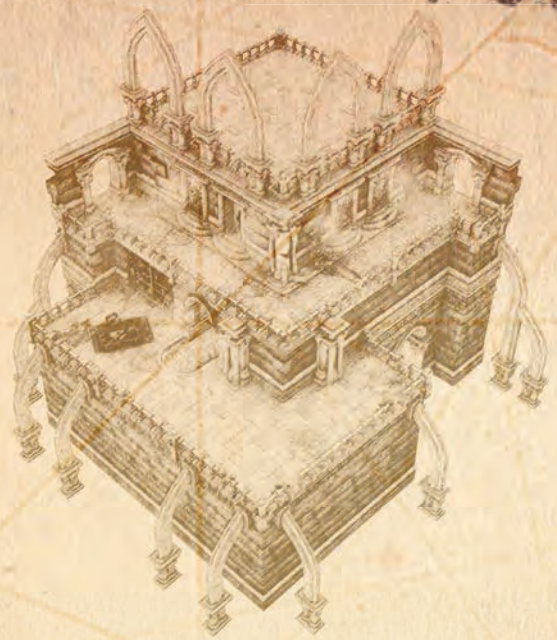
Resplendent Chest
Rarity ★★★★

AN EXPLORER'S JOURNAL

I continued south onto a narrow walkway overlooking one of the most ornate rooms in the Cathedral. Twin curving stairs led down from either end of the room to a grand hall containing a chest—or was it a shrine? The beauty of the room nearly distracted me from the Tomb Guardian, who burst from the fresco on the upper wall. I killed him immediately, then advanced partially down one of the stairs, until I was in range to attack the Carrion Bats fluttering about down below.



With the Returned nipping at my heels, I ducked through an arch and found a narrow balcony stretched out before me. Just as my pulse began to settle, a burst of Arcane energy shattered the fresco to my left. It was another Tomb Guardian! There was little room to dodge his orb-like projectiles, so I had no choice but to stand and fight at close range. Fortunately, I always keep one or two skills on hand for just such a situation.



CATHEDRAL LEVEL 2

This medium-sized floor is the frequent home to numerous Unburied, Tomb Guardians, Skeletons, and Carrion Bats. Watch out for loose piles of corpses that begin to shift, as that is a sign of an impending Unburied emergence. The Manglemaw you fought in the Defiled Crypts was a unique Unburied, possessing greater health than the base enemy. Stay clear of its slam attack and focus your offense on a single Unburied before focusing on another (or other enemies).

Tomb Guardians have a tendency to spring from the recessed panels along the walls of narrow corridors. Watch for the telltale purple glow of their arcane energy, and back away. The Tomb Guardian often makes itself known by first summoning several Skeletons into the area, but a disturbance in the air signals the spot where they'll be teleporting. Ignore the lesser Skeletons until the Tomb Guardian has been killed.

Make use of the many traps within this level of the Cathedral. Wherever you spot a chandelier chain that can be snapped, you can be sure Risen are nearby feasting on the corpse of a villager. There are also many opportunities to topple large rocks onto enemies by striking the wooden beams that prop up the Cathedral's walls. Make your way through this second level to the stairs leading deeper **[4]**.

Unburied are susceptible to all manner of attacks, but a ranged hit that inflicts additional damage over time is tough to beat.

First the wall shatters in purple light, then the Skeletons are spawned. Follow the purple glow to the Tomb Guardian.

CATHEDRAL LEVEL 3

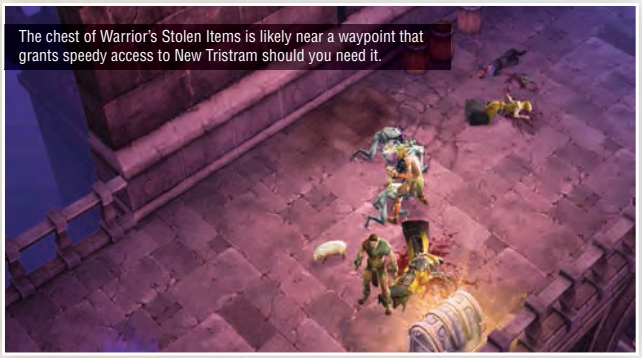
The Hero descends to the rather small third level of the Cathedral in time to witness a gang of seven Dark Cultists conducting wicked experiments on an unknown warrior. Their black magic continues to spawn a contingent of Necromantic Minions, a slightly stronger variant of the basic Skeleton so long as their circle holds.

Smash the Necromantic Minions that climb the stairs from the sacrificial circle and charge the position of the Dark Cultists—the ones that appear in this area are of a much lower level than Dark Cultists found elsewhere in Sanctuary. Hurl yourself upon them with reckless abandon. The warrior will act to defend himself once three of the Dark Cultists have been defeated **[5]**.

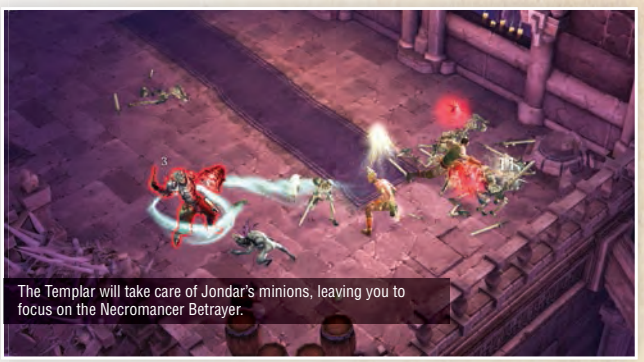
Break up the Dark Cultist's circle of magic to cut off the supply of Necromantic Minions and free the warrior.

The hostage warrior is a man of few words, but he's grateful for your assistance and promises to reward you if you join forces. Lead the warrior to the chest containing the Warrior's Stolen Items. It's up the stairs leading away from the dais where the warrior was held [6]. More Dark Cultists and Necromantic Minions will likely be found around the chest you seek (which is near a waypoint). These goods belong to the man you freed—not just any warrior, but a Templar!

The Templar re-arms himself and speaks of killing Jondar, a dangerous foe who guards access to the Skeleton King. Fight past the Servants of Jondar to the other side of this level. The Servants of Jondar are a variant of Tomb Guardian that differ only in that they move slower. Look around for a possible nearby chest before descending the stairs to Jondar [7].



The chest of Warrior's Stolen Items is likely near a waypoint that grants speedy access to New Tristram should you need it.



The Templar will take care of Jondar's minions, leaving you to focus on the Necromancer Betrayer.

JONDAR

NECROMANCER BETRAYER

Jondar is a former Templar who has fallen in with the Coven and now spends his time building an army of summoned Skeletons. The Templar you rescued will take care of any Skeletons Jondar manages to summon, freeing you to focus on Jondar. He attacks with a poisonous projectile that radiates outward in all directions. Although it can be difficult for melee fighters to dodge this attack, the poison doesn't inflict much damage. Jondar will continue to summon Skeletons one by one for as long as he lives. Kill him quickly to curtail their numbers.

MODE	LVL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	7	159-212	700	Projectile Poison, Summon Skeleton	-	-
Nightmare	32	8,379-11,172	2050	Projectile Poison, Summon Skeleton	-	-

MODE	LVL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Hell	51	148,000-198,000	2950	Projectile Poison, Summon Skeleton	-	-
Inferno	61	943,000-1,257,000	3400	Projectile Poison, Summon Skeleton	-	-

MINOR OBJECTIVE REWARD

GOLD: 80 **XP:** 1050

Templar:
The Templar is a fierce melee warrior who wields a shield and one-handed melee weapons.
Do you want the Templar to join you?
If not, they will travel to town and you can return there to get them at any time.
Yes
No

Some players enjoy the assistance a follower provides, but others prefer to work alone. The choice is yours…

The Templar now offers you his assistance in the quest to defeat the Skeleton King. You can join forces with him if you desire a follower [8]. Alternatively, ignore his offer or say no and the Templar will return to New Tristram, where you can hire his services at any time. If you change your mind, use the waypoint on this level of the Cathedral (or the Town Portal) to return to New Tristram and hire him. He'll be waiting near the waypoint in the center of town.

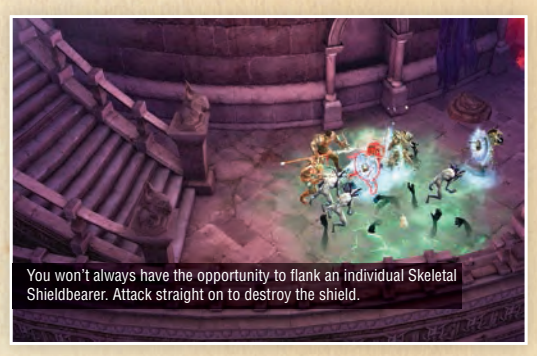
The Templar by Your Side

The Templar joins your party one level below the Hero's current level. He's armed with a javelin and buckler. Upon joining forces with him, you are able to hand-pick one of his level 5 skills (Heal or Intervene). Take your current Hero's abilities into account when deciding which skill to assign the Templar—after all, you don't need to grant him the Heal ability if you already possess such a skill.

As a rule of thumb, choose Heal unless your Hero is a Monk. When playing on Normal difficulty, either disregard his offer of service or choose the skill based on your own personal preference. For more information about the Templar, and followers in general, consult the "The Hero's Basics" section of this guide.

It's also worth taking a moment to see if you have any rings or amulets you wish to equip him with. The Templar can use most one-handed melee weapons, along with a shield. Consult your inventory and see which, if any, of your items might be an upgrade to what he is wielding.

CATHEDRAL LEVEL 4



You won't always have the opportunity to flank an individual Skeletal Shieldbearer. Attack straight on to destroy the shield.

The fourth level of the Cathedral is the largest and is prone to having the highest concentration of Tomb Guardians, Skeletal Archers, and Skeletal Shieldbearers. Skeletal Archers crumble easily when confronted, but their ranged attacks can prove troublesome if you don't evade the arrow.

Skeletal Shieldbearers do an outstanding job of blocking frontal attacks. Fortunately, their decrepit shields are as brittle as their name suggests and break apart after absorbing two blows. It's best to flank the enemies for an unobstructed attack (or cast skills that spring up from underfoot), but don't hesitate to unleash a barrage of fast strikes to fight through the shield, particularly with stronger melee fighters.

The journey across the fourth level will likely bring you face to ugly face with several Harvesters, a creature not unlike the Grotesque encountered previously. Harvesters are stronger than the Grotesque and deploy a group of impish Fiends upon rupturing. Scour the map for loot and XP while keeping an eye out for the entrance to the Royal Crypts **[9]**.

Keeping the Templar Alive

The Templar will automatically cast his Heal skill if you assigned it to him; otherwise, he's relying on you to keep him healthy. The best way to do that is by gathering Health Globes. Every Health Globe you collect replenishes the health of your Hero and your follower, as well (small and large Health Globes heal 20% and 35% of your max life, respectively).
On the other hand, consuming a health potion does *not* replenish the health of your follower.

Despite your best efforts, it is possible for the follower to lose all of his health. Fear not! Though the follower will be forced to take a knee for several seconds, he'll be back fighting alongside you within seconds.

ROYAL CRYPTS

Descend into the Royal Crypts and approach the ghosts of King Leoric and his guard. Interact with the ghostly sword to witness the death of King Leoric at Lachdanan's hands. Continue on toward the ghost of the Skeleton King.

He'll flee once again, but not before activating four pillars that spawn a ceaseless army of Skeletons and Skeletal Archers. The horde of Skeletons spawning in this area can quickly overrun an unprepared Hero, particularly one fighting without the benefit of the Templar. One option is to use an attack that inflicts damage in all directions or that has the potential to cause significant AOE damage. Another tactic is to flee up the side stairs to funnel the pursuing Skeletons through the narrow opening.

Use the corridors on the side of the room to bypass the bulk of the monsters and focus on the Activated Pillars.

Kill as many as you can, then circle around the U-shaped sides of this room to get a clean shot on the Activated Pillars. Focus on just one Activated Pillar at a time. Once the first Activated Pillar falls, the supply of summoned Skeletons diminishes, and you'll be able to destroy the other Activated Pillars that much faster. Push back the tide of Skeletons and destroy all four Activated Pillars.

The entrance to the Crypt of the Skeleton King is just ahead, to the left of the waypoint **[10]**. Use the waypoint to return to New Tristram for more potions (or to hire the Templar if you regret your choice not to) before you enter **[11]**. This is also a good time to craft improved equipment and weaponry.

CRYPT OF THE SKELETON KING

The Skeleton King tries his best to obstruct your path to his throne, even going so far as to seal a gate on the lone bridge leading across the chasm. Little did he know the Returned that are summoned to defend the gate are no match for you **[12]**. These foes possess the Knockback trait, but there is more than enough room to overpower them. Use this battle (and smashing the many Ashes that typically ring the Crypt) to replenish the Hero's resource before the fight with the Skeleton King. This is particularly important when playing as a Barbarian, given his depleting resource.

Use this fight against the Forgotten Warriors to replenish your resource if applicable.

Ready your potions and skills for battle and approach the Skeleton King as he sleeps in his throne **[13]**. Place the crown atop his slumbering head to draw the Skeleton King into battle **[14]**.

Did You Know?

The Skeleton King was a boss in the original *Diablo* game.

SKELETON KING

MAD KING OF TRISTRAM

Cain: "The Zakarum High Priests in Kurast proclaimed Leoric King of Khanduras many years ago. He ruled well until Diablo's influence drove him mad and the loyal knight Lachdanan was forced to slay him. Afterward, Diablo himself raised Leoric from the dead as the Skeleton King until the monarch's son, Aidan, vanquished him."

MODE	LEVEL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	8	1800	187	Cleave, Whirlwind, Teleport Attack, Summon Skeletons	-	Poison
Nightmare	33	123,250	525	Cleave, Whirlwind, Teleport Attack, Summon Skeletons	-	Poison
Hell	52	2,471,100	737	Cleave, Whirlwind, Teleport Attack, Summon Skeletons	-	Poison
Inferno	61	15,717,300	850	Cleave, Whirlwind, Teleport Attack, Summon Skeletons	-	Poison

To beat this towering foe, the Hero must understand how he fights. The Skeleton King has a number of mace-based attacks up his sleeve, but none more important to your battle plans than his Summon Skeletons ability. He'll summon two Returned and two Forgotten Soldiers in close proximity to the Hero, then immediately summon another pair of each. This adds eight additional enemies to the fight. Fortunately, none of the Skeleton King's summons has a ranged attack, thus making it very easy to avoid them. Stay on the move and, if necessary, use the stairs on either side of the large statue to lead them in circles while you focus on the primary target.

Rather than battling the summoned enemies yourself, it's possible to use the Skeleton King's aggression to do the job on your behalf. The Skeleton King has two primary melee attacks: a Cleave attack and a spinning Whirlwind strike. The Cleave is a rather swift blow that he performs at close range. The attack comes with little warning and inflicts moderate damage. The Whirlwind attack is a bit more obvious, given the lengthier windup it requires. The great thing about the Whirlwind attack is that it has the potential to obliterate the entire army of summoned skeletons. Lure the Skeleton King toward his summoned combatants and watch his Whirlwind attack decimate their numbers. His Summon Skeletons ability provides a valuable source of Health Globes, but leave these until you truly need them.

DESOLATE CHAMBER

Use the secret passage behind the throne to enter the Desolate Chamber [15]. Spiral around the perimeter of this cavern to the bottom of the crater—you've finally reached the fallen star, only to find it's not a star at all, but a man! Talk to the stranger to learn what little of his story he recalls [16]. Follow him out of the crater to the nearby waypoint and return to New Tristram [17]. Deckard Cain will certainly be able to coax more information out of this man, go to him at once [18] **Quest Complete**.

Training Haedrig the Blacksmith

Little by little, you can train up the Blacksmith as you gain new Pages of Blacksmithing and invest gold into his future. Best of all, early training can be purchased through gold alone! Although it takes many steps to reach the promotion of Journeyman, each increase in training grants at least one new crafting plan. It's quite possible to salvage enough crafting materials early on to manufacture equipment that is consistently more valuable than what can be purchased from local merchants.

One aspect of battling the Skeleton King that makes him tough to conquer—aside from his large health pool—is his Teleport Attack ability. Even ranged fighters like the Demon Hunter will find it hard to maintain separation from an enemy that can instantly teleport within striking range.

Not only does this teleportation ability make it difficult to land repeat strikes on the Skeleton King, but he'll Teleport close to the player and launch a sudden mace attack out of the ether. Counterattack immediately to put pressure on the Skeleton King, then back away to avoid the inevitable Cleave or Whirlwind attack. The Skeleton King is susceptible to attacks during his prolonged Whirlwind attack.

MINOR OBJECTIVE REWARD

GOLD: 184 **XP:** 5250

THE FIELDS

The gated cemetery north of town gives way to the most cursed lands in the region, an area known collectively as The Fields. The once-picturesque countryside, home to farmers and loggers alike, has become the breeding ground of the enraged Moon Clan tribe. The few homesteads that remain lie in ruin, strewn with the corpses of those who tried to defend their property. The Old Mill remains the only human settlement that has avoided that fate. Beyond the Fields of Misery and the Old Mill lies the Drowned Temple and the Festering Woods. True to its name, the Festering Woods lacks all of the autumnal allure of the Fields of Misery, but packs every bit as much danger.

QUEST

SWORD OF THE STRANGER

OBJECTIVES

1. Go to the Fields of Misery.
2. Search for the Khazra Den in the Fields of Misery.
3. Find the Glowing Sword Shard in the Khazra Den.
4. Kill the cultists surrounding the Glowing Sword Shard.
5. Take the Glowing Sword Shard.
6. Take the sword piece back to Cain.

COMPLETION REWARDS

HERO	GOLD	XP
All Classes	114	1125

**Based on Normal difficulty.*

The stranger from the sky speaks of a sword, split into pieces during his fall. Deckard Cain believes that the repaired weapon may have the power to heal his memory—and perhaps bring peace to the Goatmen, who have been driven mad in recent days.

NEW MINIONS OF HELL

Plague Carrier
Normal 9 Nightmare 33 Hell 52 Inferno 61

Plague Nest
Normal 10 Nightmare 34 Hell 52 Inferno 61

Wood Wraith
Normal 10 Nightmare 34 Hell 52 Inferno 61

Moon Clan Warrior
Normal 9 Nightmare 33 Hell 52 Inferno 61

Moon Clan Impaler
Normal 10 Nightmare 34 Hell 52 Inferno 61

Quill Demon
Normal 10 Nightmare 34 Hell 52 Inferno 61

Burrowing Leaper
Normal 9 Nightmare 33 Hell 52 Inferno 61

Spewing Horror
Normal 10 Nightmare 34 Hell 52 Inferno 61

Decayer
Normal 10 Nightmare 34 Hell 52 Inferno 61

Rancid Stumbler
Normal 10 Nightmare 34 Hell 52 Inferno 61

Dust Biter
Normal 20 Nightmare 41 Hell 56 Inferno 62

Enraged Zealot
Normal 10 Nightmare 34 Hell 52 Inferno 61

Dark Hellion
Normal 13 Nightmare 35 Hell 53 Inferno 61

Savage Beast
Normal 10 Nightmare 33 Hell 52 Inferno 61

SOURCES OF LOOT

Rock Pile Rarity ★	Log Rarity ★	Bone Pile Rarity ★★	Rotten Log Rarity ★★
Dead Adventurer Rarity ★★	Dead Villager Rarity ★★	Sturdy Barrel Rarity ★★	Scarecrow Rarity ★★★
Chest Rarity ★★★	Bloody Chest Rarity ★★★	Stolen Sack Rarity ★★★	Resplendent Chest Rarity ★★★★

FIELDS OF MISERY

The conversation between Deckard Cain and the Stranger in New Tristram reveals that a piece of the Stranger's sword has fallen to the ground in the region called the Fields of Misery. Use the waypoint to travel to the Cemetery of the Forsaken and destroy the gate in the northwest corner to access this sorrowful land [1].

FORLORN FARM

Your search for the Khazra Den may lead you to a seemingly abandoned farm, complete with the carcass of a large beast of burden. This is the Forlorn Farm. Inspect the dead beast for loot to trigger an attack from a pack of Burrowing Leapers and their leader. Slaughter them all to make it safe for the Terrified Farmer to exit his cellar. He's so thankful for your assistance that he wants you to enter the basement and meet his wife. She's not much into talking these days, but there's a Resplendent Chest in the cellar to make it worth your while.

THE FAMILY RATHE

The Fields of Misery sometimes contain access to the Decaying Crypt, a two level dungeon home to Deathspitters, Decayers, and Rancid Stumblers. Descend to the second level and seek out the ghost of Willa Rathe, a young girl who requests your aid in ending her cursed family's existence. One by one you must kill the ghosts of her family starting with Father Rathe (Rancid Stumbler with Knockback), Mother Rathe (Spewing Horror with Cold Aura), and Little Jebby Rathe (Decayer with Extra Health and Fast traits). Defeat the three family members while fending off the horde of living dead that infest this tomb. The reward for your valiant effort is within the nearby Resplendent Chest. Be extra careful fighting your way toward the Dungeon Stone as there are dozens upon dozens of enemies in the lower level of the Decaying Crypt. Focus on the Spewing Horrors to avoid being overrun!

SECLUDED GROVE

Beware of the cul-de-sac in the trees where a lone Resplendent Chest rests in plain sight before a towering tree. This is no ordinary grove, but a trap set by a wily guardian known throughout the land as The Old Man. This unique Wood Wraith not only packs Knockback, but he quickly calls many additional Wood Wraiths to his side. Run along the perimeter of the Secluded Grove to lead the Gnarled Walkers in a chase. Exit to the greater Fields of Misery via the gap in the trees and mount your defense there, as the Wood Wraiths are forced to funnel through the opening one by one.

THE PRECIOUS ORES

The Lost Mine is another dungeon that randomly appears within the Fields of Misery. This large two-level cavern contains numerous Quill Demons and Burrowing Leapers, along with several chests. Descend to the second level to meet Tashun the Miner, who has come to mine for precious gemstones and metals. He needs you to escort him to the rear of the cave where you can find the two veins he seeks. Interact with the Pure Gemstone and the Vein of Metals to complete the first part of the quest. A pack of Rare Burrowing Leapers will attack near the Vein of Metals. Slay the last of them, then speak with Tashun to gain access to a fine selection of weapons and armor he's selling, as well as some bonus XP and gold for your effort.

True to its name, the Fields of Misery have wrought despair on all who have settled in this inhospitable land. The husks of homes and farms lie in ruin and the corpses of villagers are scattered about. All of this and much more is due to the numerous enemies that now call this land home. Many of these creatures, such as the Wood Wraith, the Plagued Nest, and Plague Carriers, inflict Poison damage.

Beware of the Poisonous Spores that sprout up wherever a Wood Wraith strides.

PILLAGED HOME

Most of the humans who tried to make a living in the Fields of Misery have long been chased off or killed, but their structures still stand. Search along the periphery of the area for a Sheltered Cottage or "Pillaged Home" you can enter. You may not find any chests, but the corpses that litter the floor are sure to carry something valuable. Other structures still house the merchants who once catered to travelers in these parts—they might still even have some items to barter.

SCAVENGER'S DEN

Do you have the nerve to enter the Scavenger's Den? This small area is home to the corpses of numerous Villagers who thought they had what it took to root out the infestation of monsters, but never made it out alive! There's a Resplendent Chest deep in the rear of the den, but you'll have to get past numerous large packs of monsters, including Deathspitters, Leapers, and Quill Demons.

The absence of humans has made it even easier for the territorial Goatmen of the Moon Clan to take up residence here. Keep an eye out for the small hillocks within their encampments, as there is often a chest on top. The nearby Moon Clan Warriors and Impalers will defend their ground with axes and throwing spears, respectively. Members of the Moon Clan travel in fast-moving hordes. Snare them if possible to slow their advance. You can also seek out traps or natural chokepoints to eliminate the threat of being surrounded.

Wizards have to work feverishly to keep away from the fast-moving Moon Clan Warriors. Armor auras and spells that slow are instrumental.

Trampled By Savage Beasts?

Savage Beasts sometimes lurk just beyond the bridge leading to the Fields of Misery, occasionally even a rare one! Should this happen, do yourself a favor and instantly retreat to the covered bridge. The Savage Beast (and its minions, if present) will give chase, but it's too big to cross the bridge. Accordingly, stand safe from harm on the bridge and attack with ranged magic or skills.

The entrance to the Khazra Den can be anywhere in the Fields of Misery, but is most often near the center, if not a bit further north [2]. The opening is little more than an unassuming hole in the earth, a cave in a shallow rock outcropping, marked only by the blue glow of light emanating from within. Caves that emit a yellow glow are typically home to optional dungeons and caverns that can be explored for loot and XP, but are not part of the main quest.

Log Traps and Axes

Dungeons aren't the only place you'll find traps. There are numerous large piles of logs scattered throughout the Fields of Misery that, if struck, will lose their order and spill out across the ground, crushing those who cross their path. Also watch out for tripwires that cause a massive axe to crash down from above if snapped—you can also deliberately trigger these traps to thwart unsuspecting enemies.

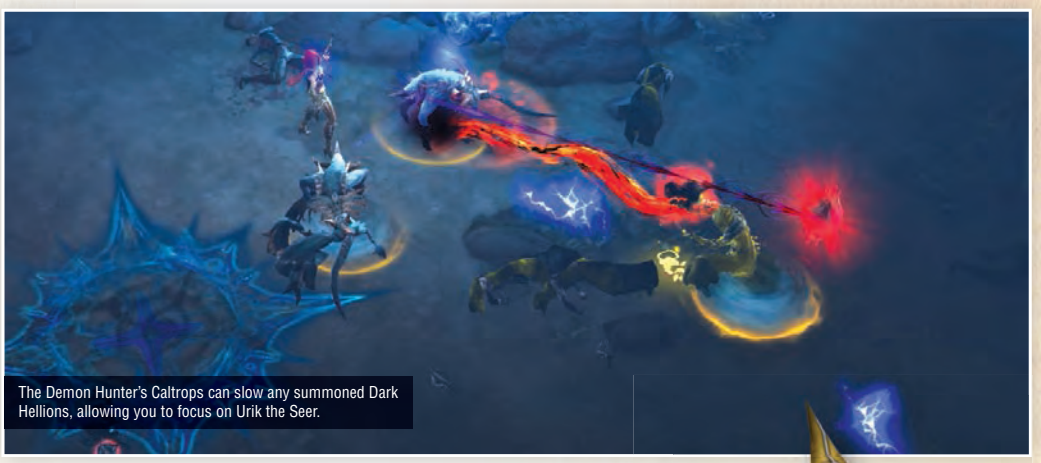
Khazra Den

The den's original inhabitants have been chased off, but by whom?

Deckard and the Stranger have reason to believe a piece of the sword may have pierced the Khazra Den, a well-known home for the Moon Clan. This dimly-lit area is small and eerily absent of Moon Clan members. The reason for that will be apparent soon enough: Dark Cultists! Avoid any circular paths when confronting them or they will easily surround you. There is often a Shrine or Healing Well in the Khazra Den that should help prepare you for the battle to come. Battle past the Dark Cultist defense to the rear of the cave [3].

An Enraged Zealot seeks to stop your advance to the rear of the cave, where several others are busily conducting a ritual. Blow past him and set to disrupting the summoning of Maghda. These particular Dark Cultists won't summon any Skeletons to do their bidding, but their daggers are sharp and they thrust with force [4]. They are led by a unique Dark Cultist named Urik the Seer.

An astral projection of a powerful witch named Maghda appears near the sword piece and tries to prevent you from obtaining it. She summons another group of Dark Cultists in an attempt to stop you. Slay this second group just as you did the first and claim the glowing shard of the sword piece for Deckard Cain [5].



The Demon Hunter's Caltrops can slow any summoned Dark Hellions, allowing you to focus on Urik the Seer.

MINOR OBJECTIVE REWARD

GOLD: 155 **XP:** 3000

URIK THE SEER

PROPHET OF TORTURE

Urik the Seer doesn't fight like the other Enraged Zealots in that he has the power to stand back and lob Fireballs from afar. He's also Electrified, which poses a problem for a melee fighters who need to get close. Stay on the move to avoid his Fireball attacks and try to get up close to strike before he begins summoning Dark Hellions. Urik the Seer can summon 10 of these creatures. The Hero will take Lightning damage at close range, but it shouldn't be life-threatening, so long as there aren't a number of other Cultists around stabbing at the Hero with their daggers.

MODE	LVL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	9	308-352	800	Fireball, Summon Dark Hellion	Electrified	-
Nightmare	33	14,790-17,255	2150	Fireball, Summon Dark Hellion	Electrified	-

MODE	LVL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Hell	52	297,000-346,000	3000	Fireball, Summon Dark Hellion	Electrified	-
Inferno	61	1,886,000-2,200,000	3400	Fireball, Summon Dark Hellion	Electrified	-

Fight your way out of Khazra Den via the Dungeon Stone at the rear of the cave. Once on the surface, use the Town Portal to return to New Tristram and show the shard to Cain **[6] Quest Complete**.

QUEST

THE BROKEN BLADE

OBJECTIVES

1. Go to the Drowned Temple.
2. Follow the Scoundrel.
3. Talk to the Brigand.
4. Kill the Brigands.
5. Speak with the Scoundrel.
6. Take the Scoundrel north to the waypoint.
7. Talk to Alaric.
8. Go to the Festering Woods.
9. Retrieve the Beacon of Light from the Crypt of the Ancients.
10. Retrieve the Beacon of Honor from Warrior's Rest.
11. Place the Beacons on the Pedestals.
12. Enter the Drowned Temple.
13. Explore the Temple.
14. Kill Ezek the Prophet and the skeletons.
15. Talk to Alaric in the Drowned Temple
16. Secure the Glowing Sword Shard
17. Return the Glowing Sword Shade to New Tristram.

COMPLETION REWARDS

HERO	GOLD	XP
All Classes	213	4675

**Based on Normal difficulty.*

The Hero is not the only one searching for the sword; a witch named Maghda seeks it, as well. Leah will lead the way to the Drowned Temple, where the second sword piece is believed to be held. It must be reached before Maghda and her coven take it for their own nefarious reasons.

FIELDS OF MISERY

CARRION FARM

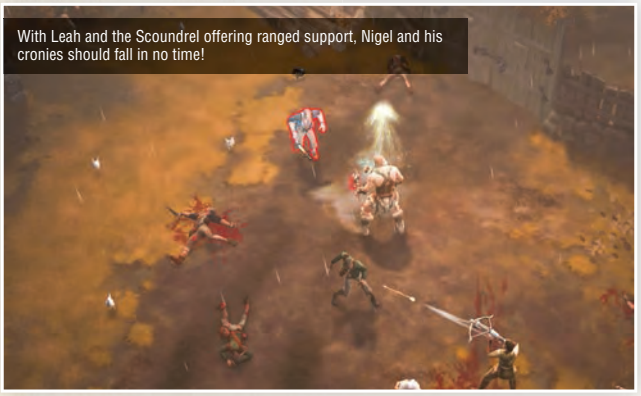
Not all farms in the Fields of Misery are merely forlorn; some are infested with Carrion Nests! Speak with the Beleaguered Farmer about the four Carrion Nests that have taken root in his fields. They'll spawn an endless flock of Plague Carriers as you draw near. Fight your way past these creatures to destroy each of the four nests. Heroes with Poison resistance may want to farm the Plague Carriers for additional XP and hold off killing the Carrion Nests for a while. The Carrion Nests won't spawn a limitless supply of Plague Carriers, but you can certainly draw more out in this manner. Either way, speak to the Beleaguered Farmer after destroying all four nests to claim your reward of gold and XP.

Maghda's mention of the second shard having fallen "where only the Ancients may tread" leads Leah to believe the spirit was referring to the Drowned Temple, beyond the Festering Woods. Leah joins the Hero to help gain entry to the sacred temple. Use the waypoint to return to the Fields of Misery and head to the northeast, up the path toward the Old Mill [1]. Look for the Stolen Sack at the base of the path to find the "Scoundrel's Journal" lore.

The duo encounters a Scoundrel of a man halfway up the path. He's been locked out of the mill site by a band of thieves who've come to steal an item from his friend, the farmer's daughter. Follow him up the hill and through the previously locked gate to enter the property [2].

The Scoundrel joins your party at the gate… much to Leah's eventual dismay.

Brigands aren't known for their willingness to compromise, and these fellows are no exception [3]. They attack with throwing daggers, which you can sidestep without much trouble. Slaughter the first wave to lure their leader, Nigel Cutthroat, and several of his cronies out of the farm house. Leave some of the Health Globes dropped by the other Brigands uncollected until you need them during the battle with Nigel. Defeat him and the other Brigands to help your new companion get the relic from the farmer's daughter [4].


With Leah and the Scoundrel offering ranged support, Nigel and his cronies should fall in no time!

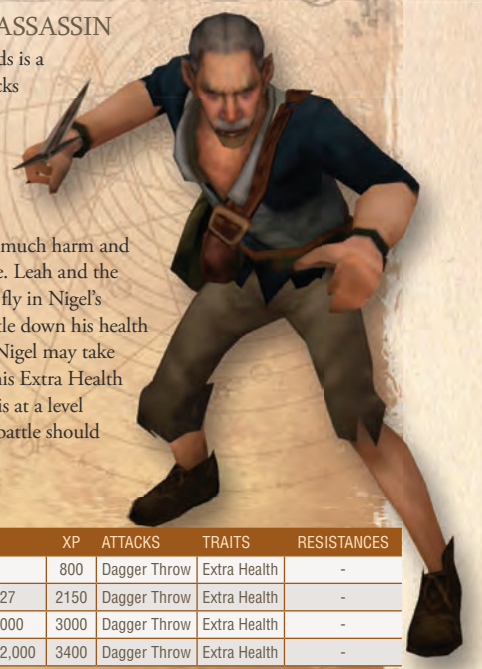
MINOR OBJECTIVE REWARD

GOLD: 85 **XP:** 1125

NIGEL CUTTHROAT

THIEVES GUILD ASSASSIN

This Leader of the Brigands is a much taller chap, who packs a lot more health than the average Brigand. Nigel Cutthroat chases after the Hero, throwing his endless supply of daggers. These attacks don't inflict much harm and are relatively easy to dodge. Leah and the Scoundrel let their arrows fly in Nigel's direction, helping to whittle down his health reserves. This battle with Nigel may take some time to win due to his Extra Health trait, but unless the Hero is at a level much lower than his, the battle should not pose much difficulty.



MODE	LVL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	9	299-343	800	Dagger Throw	Extra Health	-
Nightmare	33	16,762-19,227	2150	Dagger Throw	Extra Health	-
Hell	52	336,000-385,000	3000	Dagger Throw	Extra Health	-
Inferno	61	2,138,000-2,452,000	3400	Dagger Throw	Extra Health	-

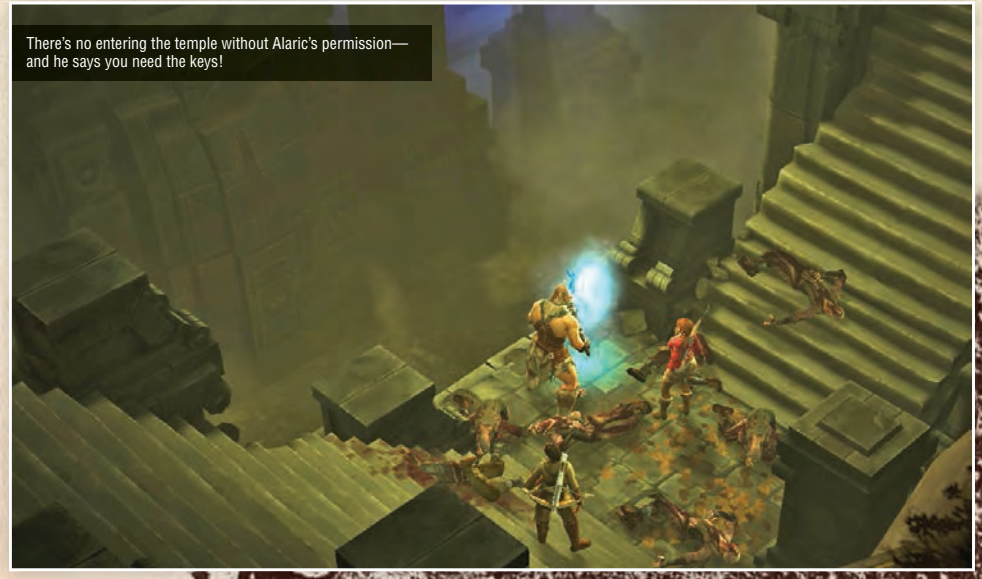
Gather up the loot from Nigel and speak with the Scoundrel after he claims the relic from the doe-eyed farmer's daughter [5]. This wayward soul wishes to join you in your quest—at least until he can pawn his ill-gotten relic at the next town. It doesn't hurt to have another ranged ally in your band, but with Leah already at your side, the need certainly isn't critical. The choice is yours and is not permanent. You can return to New Tristram to hire this Scoundrel at any time. He can only use two-handed crossbows or bows, so be sure to upgrade his equipment accordingly.

Continue to the northeast, beyond the Old Mill and toward a waypoint at the Drowned Temple. Proceed through the nearby gate to reach the temple proper [6].

DROWNED TEMPLE

Approach the ghostly figure, Alaric the Guardian, on the right-hand overlook [7]. This mythical figure maintains eternal watch over the Drowned Temple, ensuring that only those who are Nephalem enter its domain.

The Hero may be able to prove himself worthy of entrance, provided the party retrieves the keys from the two outlying tombs. These tombs—the Warrior's Rest and the Crypt of the Ancients—lie in the Festering Woods across the river to the north. Alaric raises a stone bridge for the party to cross [8].


There's no entering the temple without Alaric's permission—and he says you need the keys!

FESTERING WOODS

NEW MINIONS OF HELL

	Normal	Nightmare	Hell	Inferno
Ghoul	10	34	52	61
Ghost	10	34	52	61
Enraged Phantom	10	34	52	61
Returned Archer	10	34	52	61
Returned Summoner	10	34	52	61
Dark Skeletal Archer	10	34	52	61

SOURCES OF LOOT

Rock Pile
Rarity ★

Bone Pile
Rarity ★★

Pile of Bones
Rarity ★★

Chest
Rarity ★★★

Barrel
Rarity ★

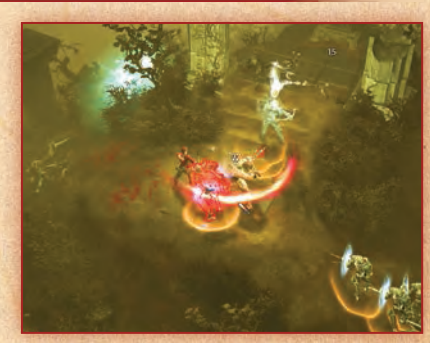
Crumbling Bones
Rarity ★★

Adventurer's Corpse
Rarity ★★

Resplendent Chest
Rarity ★★★★★

LAST STAND OF THE ANCIENTS

Look for a raised monument on the south end of the Festering Woods and climb the stairs to the memorial. Many soldiers have perished on these steps and a number of Ghouls, Ghosts, and Ancient Heroes are fast-approaching to see that you meet this same fate. Ancient Heroes are similar to the Returned Shieldman you encounter later in this Act—essentially an upgraded form of Skeletal Shieldbearer. The battle typically features a rare Ancient with plenty of minions, as well. Mount your defense from atop the hill near the memorial. This is a particularly advantageous position with Leah and the Scoundrel at your side—they can shoot down at enemies as they climb the hill. Survive the battle to earn 90 gold, 1200 XP, and a piece of lore about this important battle.



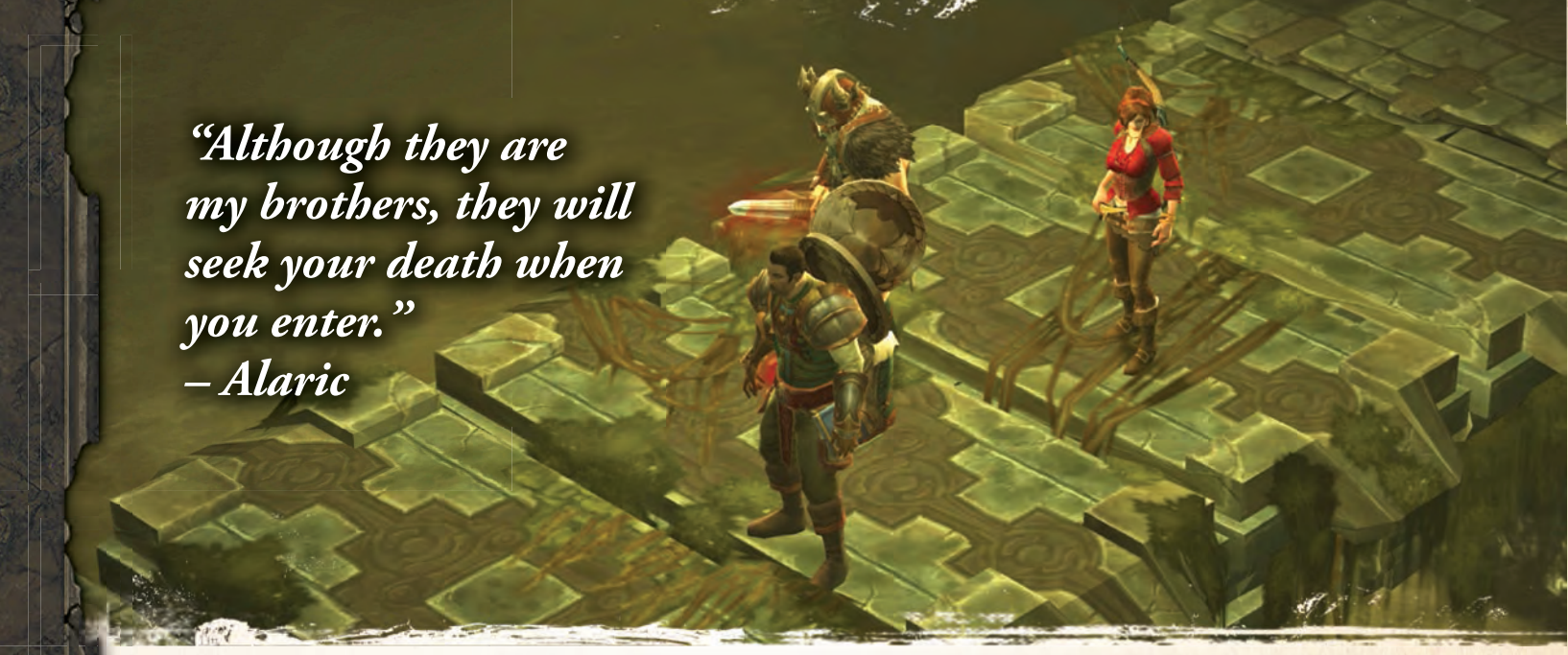
The Festering Woods are home to many enemies, some familiar and others not. The Enraged Phantoms often prowl the grounds alongside Ghouls. Whereas Ghouls tend to strike once, then loop the Hero in a flanking motion, Enraged Phantoms attack multiple times before fleeing. It's possible to separate them by backpedaling away from the direction of the Enraged Phantom's hit-and-run tactic. Try to finish off the Ghouls first, if possible.

Seek out the waypoint between the two tombs first. Consider a return to New Tristram if you need to stock up on potions or wish to have the blacksmith repair your equipment—remember that dying causes you to suffer a loss of 10% in equipment durability.

Ghouls have an awkward gait, but can cover ground quickly.

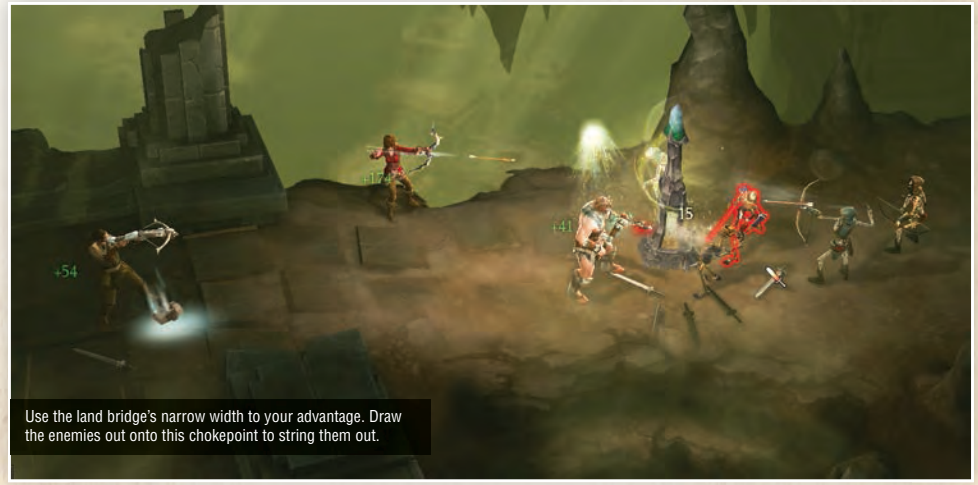
Fight your way to the Crypt of the Ancients and claim the Beacon of Light from the altar **[9]**. The crypt is quite small and contains multiple Returned Summoners, each of which will not hesitate to summon up to four Returned. Returned Summoners stand back and lob Arcane orbs, forcing you to cut through their Returned minions to get to them. Let Leah (and the Scoundrel, too, if he's with you) focus on the Returned while you go after the Returned Summoner to cut off the flow of summoned enemies.

Take aim on the Returned Summoner, leaving the Health Globes where they lie until you need them.



"Although they are my brothers, they will seek your death when you enter."
– Alaric

Return to the surface and head to the other crypt, the Warrior's Rest **[10]**. This is a similarly small underground cavern, yet one that also features a lengthy land bridge. Those seeking the Beacon of Honor from this space must often battle a rare Dark Skeletal Archer and his minions. Consider its trait and adjust your battle plan accordingly. Dark Skeletal Archers have a faster firing rate than Returned Archers and they won't hesitate to unleash their arrows from close range.



Use the land bridge's narrow width to your advantage. Draw the enemies out onto this chokepoint to string them out.

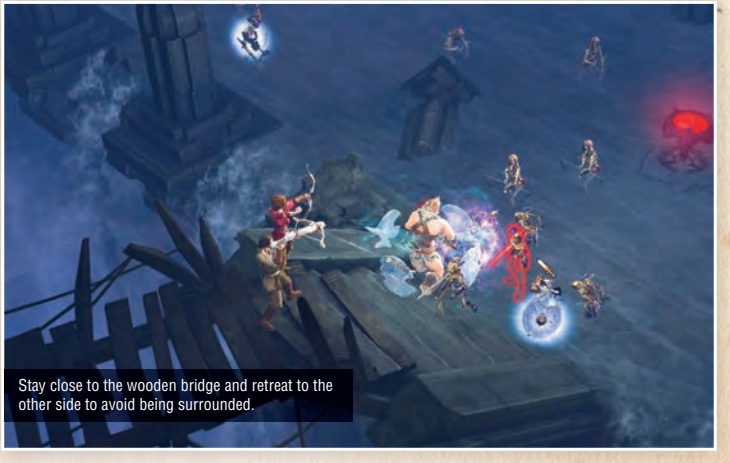
DROWNED TEMPLE

Return to the Drowned Temple as soon as you have both Beacons—not even Heroes should spend a minute longer than duty requires in the Festering Woods! Place the beacons on the two pedestals to prove yourself worthy of entering the sacred temple of the Nephalem **[11]**.

MINOR OBJECTIVE REWARD

GOLD: 116 **XP:** 1200

Enter the Drowned Temple and cross the rickety bridge toward the enemies in the distance **[12]**. Splash through the water-logged temple to retrieve the contents of the Ancient Chest on the platform to the left and look for other items **[13]**. Alaric's warning proves to have merit: his brothers serve as guardians of the Drowned Temple and do not take kindly to disturbances. The Hero must defeat Ezek the Prophet, followed by three guardians, to continue the search for the sword. This is a prime time to start being a bit more strategic about Health Globes, if you haven't already. Don't just collect them all in a hurry; instead, let them lie where they are until you truly need them. Also try to differentiate between the larger Health Globes and smaller ones, then pick them up accordingly, based on necessity.



Stay close to the wooden bridge and retreat to the other side to avoid being surrounded.

EZEK THE PROPHET

SPECTRAL CHAMPION

Ezek the Prophet wields a massive axe and boasts considerable health. Leah's talents with the bow certainly help to whittle away at Ezek's health. Ezek offers little threat to ranged combatants who manage to avoid his axe attacks. Melee fighters should keep a health potion on hand just in case. Leah's ranged attacks will help to cut through Ezek the Prophet's Extra Health.

MODE	LVL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	10	318-371	850	Axe Swing	Extra Health	-
Nightmare	34	16,758-19,551	2150	Axe Swing	Extra Health	-

MODE	LVL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Hell	52	297,000-346,000	3000	Axe Swing	Extra Health	-
Inferno	61	1,886,000-2,200,000	3400	Axe Swing	Extra Health	-

Stay on alert when talking with Maghda, as her Dark Zealots are about to attack!

Ezek doesn't rule the interior of the Drowned Temple alone. Defeating him merely gives rise to three deceased brothers who serve as the final barrier to the sword. These three skeleton brothers attack simultaneously, each with their own unique traits [14].

Talk to Alaric after defeating the three brothers to gain a reward for proving yourself in combat against his brothers [15]. Maghda awaits just around the corner to the right, in the central chamber. She's come for the final shard of the sword, but is willing to give it up far too easily—the weak-kneed Dark Zealots she summons can be cut through like a hot axe through butter [16]. Take the shard and return to Deckard in New Tristram [17] **Quest Complete**.

BROTHERS KAREL, LAREL, AND MOEK

SPECTRAL GUARDIANS

Brother Larel's Molten trait poses the biggest threat, and is best dealt with last, provided you can keep away from him. Brother Moek's Fast trait makes it easier to lead him away from the others. Try to single him out and lead him back in the direction of the exit to fight him one-on-one. Once he's out of the way, you can go after Brother Karel next. This brother's Knockback ability actually helps avoid Brother Larel's Molten touch, as it tends to send you flying away to safety. Take a moment to top off your health before engaging Brother Larel, especially if you're playing as a melee fighter. His Molten touch can inflict significant damage if you're not at his level.

MODE	LVL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	10	318-371	850	Sword Attack	Molten (Larel), Knockback (Karel), Fast (Moek)	-
Nightmare	34	16,758-19,551	2150	Sword Attack	Molten (Larel), Knockback (Karel), Fast (Moek)	-
Hell	52	297,000-346,000	3000	Sword Attack	Molten (Larel), Knockback (Karel), Fast (Moek)	-
Inferno	61	1,886,000-2,200,000	3400	Sword Attack	Molten (Larel), Knockback (Karel), Fast (Moek)	-

QUEST

THE DOOM IN WORTHAM

OBJECTIVES

1. Talk to the Ferryman.
2. Travel to the center of Wortham.
3. Kill the Cultists outside the chapel.
4. Kill Urzel Mordreg.
5. Kill the Dark Berserkers.
6. Talk to the Priest.
7. Enter the Wortham Chapel Cellar.
8. Search for the Sword Hilt.
9. Talk to Deckard Cain in Cain's House.
10. Enter Cain's House in New Tristram.

COMPLETION REWARDS

HERO	GOLD	XP
All Classes	800	6285

Based on Normal difficulty.

The Stranger from the sky recalls a glow streaking toward a fishing village, perhaps the town on the other side of the bay. Leah accompanies the Hero across the water to Wortham where, if they're not too late, they should be able to retrieve the third and final piece of the sword.

WORTHAM

NEW MINIONS OF HELL

Dark Zealot

Normal	7	Nightmare	32
Hell	51	Inferno	61

Dark Evoker

Normal	7	Nightmare	34
Hell	51	Inferno	61

Dark Berserker

Normal	10	Nightmare	34
Hell	52	Inferno	61

Dark Hellion

Normal	13	Nightmare	35
Hell	53	Inferno	61

Dark Summoner

Normal	10	Nightmare	34
Hell	52	Inferno	61

SOURCES OF LOOT

Barrel
Rarity ★

Bookcase
Rarity ★★

Villager's Corpse
Rarity ★★

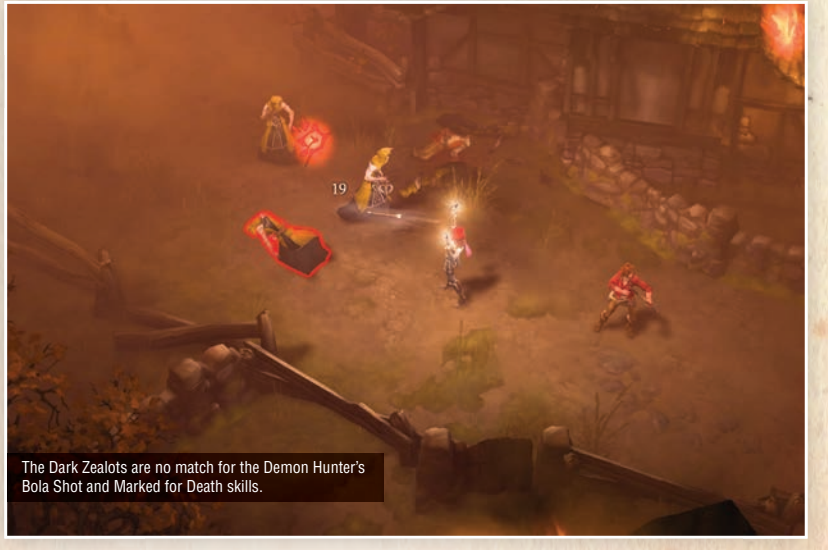
Bloody Chest
Rarity ★★★

Priest's Satchel
Rarity ★★★★

Resplendent Chest
Rarity ★★★★

Lead Leah through New Tristram to the north, where you first found the blacksmith. Turn left and speak to the ferryman on the dock to travel across the bay to Wortham [1]. An attack on the town has left many of the buildings ablaze.

Proceed into the fiery village of Wortham. Corpses line the path, but that's not all. Maghda's Coven have descended upon the town and are set to attack in groups. The Dark Zealots wield daggers, while the Dark Evokers cast fiery magic spells. The Hero can make quick work of the Dark Zealots by combining snare-based area skills with ranged weapons or magic. The Dark Evokers fall easier, provided you avoid their fireballs. There are several side areas between the houses, but the lone road through town leads to the chapel [2].



The Dark Zealots are no match for the Demon Hunter's Bola Shot and Marked for Death skills.

Advance along the path and speak to the villager who's fleeing down the road toward the dock. He needs you to go to the chapel and save the rest of the villagers, who have barricaded themselves inside the flaming building [3].

Stand back outside the chapel's courtyard and draw any remaining members of the Coven toward you. This reduces the risk of triggering the next phase of the battle prematurely. Kill off the remaining Dark Evokers near the chapel, then listen to Maghda [4]. She'll call upon a unique Dark Summoner named Urzel Mordreg to do her bidding.

Don't give Urzel Mordreg any time to summon his Dark Hellions—attack him immediately!

URZEL MORDREG

DARK HEIROPHANT

Urzel Mordreg isn't just a Molten enemy, but one that can cast with fire magic, strike with a dagger, and summon Dark Hellions. Although his Molten aura doesn't inflict significant damage, it's certainly wise to attack from a distance if you can. Keep the pressure on Urzel Mordreg to prevent him from summoning too many Dark Hellions. Leah will aid with any stragglers (and the Dark Hellions), but it's up to you to take the Dark Heirophant.

MODE	LVL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	10	424-463	935	Melee, Fireball, Summon Hellion	Molten	-
Nightmare	34	22,344-24,439	1365	Melee, Fireball, Summon Hellion	Molten	-
Hell	52	395,000-432,000	3300	Melee, Fireball, Summon Hellion	Molten	-
Inferno	61	2,515,000-2,751,000	3740	Melee, Fireball, Summon Hellion	Molten	-

MINOR OBJECTIVE REWARD

GOLD: 220 **XP:** 4950

Four mace-wielding Dark Berserkers attack next. Kill the Dark Summoners that appear alongside them while trying to escape the Dark Berserkers' overhead strikes. Retaliate while their weapons are stuck in the ground. They'll pursue the Hero and Leah with equal fervor—try leading them toward the narrow opening on the trail into town to bunch them together for an attack that can hit multiple foes at once [5].

Keep all of the Dark Berserkers in front of you, especially if you're playing as a Demon Hunter or Wizard.

Speak with the priest near the chapel as soon as the last of the Dark Berserkers has been slain [6]. He left the fallen sword hilt with Virgil, a man keeping watch over it in the Chapel Cellar. The priest reveals an entrance to the Chapel Cellar on the side of the building. Use this hidden opening to enter [7].

WORTHAM CHAPEL CELLAR

The Chapel Cellar is empty, save for a corpse. Virgil is dead and the sword's hilt is nowhere to be found [8]. Maghda appears above the altar to confirm the Hero's suspicions: it was all a lure. While the Hero was rescuing the villagers of Wortham, she captured all three sword pieces. Use the Waypoint [9] inside the cellar to return to New Tristram at once! Head immediately to Deckard Cain's house to the right of the Slaughtered Calf Inn [10] **Quest Complete**.

Bookcase Treasure

Bookcases are an excellent source of gold. Places of study, such as the Chapel Cellar, often provide an ample supply of bookcases to search.

THE HIGHLANDS

Just north of New Tristram, across the bay, lies an area known locally as the Highlands. The fishing village of Wortham is reached via ferry from New Tristram. Those continuing inland from this seaside town find majestic bluffs giving way to sprawling forests. Further to the north are the private hunting grounds of the former King Leoric. The region is home to an advanced species of Goatmen known as the Dark Moon Clan, among numerous other hostiles.

QUEST

TRAILING THE COVEN

OBJECTIVES

1. Enter the Caves of Araneae above Wortham.
2. Search for the Chamber of Queen Araneae.
3. Talk to the woman trapped in the web.
4. Kill Queen Araneae.
5. Harvest the Pool of Venom in the Spider Queen's Lair.
6. Free Karyna with the venom.
7. Go out into the Highlands Crossing.
8. Talk to Karyna.
9. Find the Khazra Staff.
10. Approach the Khazra barricade.
11. Find Leoric's Manor Courtyard.
12. Enter Leoric's Manor.
13. Explore Leoric's Manor.
14. Kill the cultists.

COMPLETION REWARDS

HERO	GOLD	XP
All Classes	—	5500

**Based on Normal difficulty.*

QUEST GUIDE

Leah's sudden burst of power inside Cain's house granted her a glimpse into Maghda's mind—she's taking the Stranger through the Caverns of Araneae, north of Wortham, to the Highlands. The Hero must now journey into that realm.

NEW MINIONS OF HELL

Dark Moon Clan Impaler
Normal 13 Nightmare 35 Hell 53 Inferno 61

Dark Moon Clan Warrior
Normal 10 Nightmare 34 Hell 52 Inferno 61

Moon Clan Shaman
Normal 13 Nightmare 35 Hell 53 Inferno 61

Dark Moon Clan Shaman
Normal 9 Nightmare 33 Hell 52 Inferno 61

Withermoth
Normal 13 Nightmare 35 Hell 53 Inferno 61

Highland Walker
Normal 10 Nightmare 34 Hell 52 Inferno 61

Leaping Burrower
Normal 13 Nightmare 35 Hell 53 Inferno 61

Returned Executioner
Normal 13 Nightmare 35 Hell 53 Inferno 61

Returned Shieldman
Normal 10 Nightmare 34 Hell 52 Inferno 61

Savage Beast
Normal 9 Nightmare 33 Hell 52 Inferno 61

Cursed Nest
Normal 13 Nightmare 35 Hell 53 Inferno 61

Winged Molok
Normal 13 Nightmare 35 Hell 53 Inferno 61

Unholy Thrall
Normal 13 Nightmare 35 Hell 53 Inferno 61

Dark Vessel
Normal 13 Nightmare 35 Hell 53 Inferno 61

SOURCES OF LOOT

Barrel
Rarity ★

Rotting Log
Rarity ★★

Chest
Rarity ★★★

Resplendent Chest
Rarity ★★★★

Rock Pile
Rarity ★

Khazra Altar
Rarity ★★★

Bloody Chest
Rarity ★★★

Stump
Rarity ★★

Khazra Totem
Rarity ★★★

Decaying Corpse
Rarity ★★★

Adventurer's Corpse
Rarity ★★

Weapon Rack
Rarity ★★★

Urik's Satchel
Rarity ★★★★

WORTHAM BLUFFS

Use the waypoint to return to Wortham Chapel Cellar and head north through the gate on the other side of the chapel to the Wortham Bluffs. The entrance to the Caverns of Araneae is directly below. Take a moment to inspect Rodger the Alchemist's wares if he is there, then go down the hill on the left toward the entrance to the caves **[1]**.

THE SACRIFICIAL HERMIT

Look for Rodger the Alchemist on the far side of the stony bridge. If he's there, he occasionally has a few potions he's willing to sell. He also needs someone to deliver a potion to the Crazed Hermit down the stairs, near the entrance to the Caverns of Araneae. You're headed that way anyway, so accept the task. Speak with the Crazed Hermit outside the caves.

DUNGEON

CAVERNS OF ARANEAE

The Caverns of Araneae consist of a single level cave leading to the Chamber of Queen Araneae. The main cavern is pockmarked with piles of egg sacks, holes in the floor, and large walls of impenetrable webbing. Although man has clearly had a hand in the initial construction of this area, the spider's webbing appears to be all that keeps it upright.

NEW MINIONS OF HELL

Arachnid Horror
Normal 11 Nightmare 37
Hell 53 Inferno 61

Spiderling
Normal 9 Nightmare 37
Hell 53 Inferno 61

Toxic Lurker
Normal 11 Nightmare 37
Hell 53 Inferno 61

SOURCES OF LOOT

Egg Sack
Rarity ★

Strange Bag
Rarity ★★

Dusty Bag
Rarity ★★★★

Cocooned Victim
Rarity ★★

Chest
Rarity ★★★

Resplendent Chest
Rarity ★★★★

The Monk's Decoy ability can be a real life saver against a pack of Champion Spiderlings.

The Caverns of Araneae are home to a variety of terrible arachnids and other toxic entities. Although there aren't as many enemy species in this particular dungeon, those present attack in large numbers or possess an especially potent means of snaring their prey.

Beware of the web-spitting attack of the Arachnid Horror. The silk it spits slows movement considerably, leaving the Hero vulnerable to the creature's slashing melee attack. Stand back to bait it into spitting, then strafe out of the way and attack the spider's flank as it rushes forward. The Spiderling is another common enemy. Singularly, this pint-sized hatchling doesn't pose much of a threat. Unfortunately, the Spiderling is seldom alone and a group of five or more can bring down a level 10 Barbarian in no time at all if you get surrounded. It's important for melee fighters to have an attack that swings in a wide arc, like the Barbarian's Cleave or the Monk's Lashing Tail Kick.

Fight your way through the sprawling cavern in search of the Chamber of Queen Araneae [2]. The main cavern has multiple forks and dead-ends. Stick to the perimeter and proceed slowly at all times—rushing ahead only draws more enemies into the fray. Unlike other areas, it's quite common for enemies in this area to emerge behind the Hero, perhaps as a result of his footsteps disturbing their slumber.

Ranged Assistance is Available

Having a tough time in the Caverns of Araneae by yourself? If so, use the Town Portal to return to New Tristram and hire the Scoundrel. His ranged support will help take out Spiderlings before they get too close, particularly if you're a melee fighter.

Beware of the Toxic Lurker's plagued attacks.

CHAMBER OF QUEEN ARANEAE

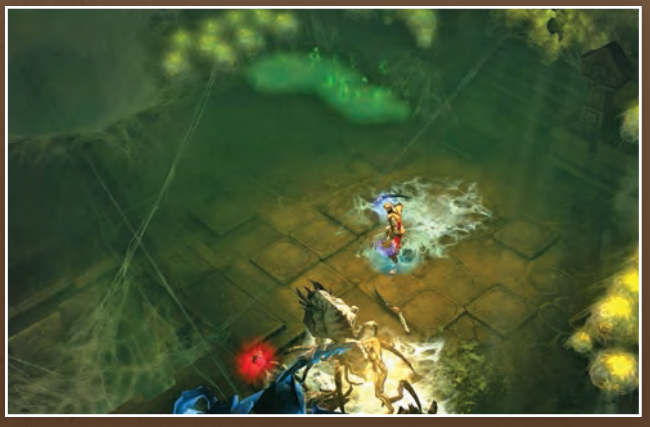
Enter the Chamber of Queen Araneae and approach the woman trapped in the wall of webbing [3]. She's been set aside for a later feeding and you're about to find out by what. The chamber's namesake, Queen Aranea, is about to descend from the ceiling. The only way out alive is to kill the massive spider queen [4].

QUEEN ARANEAE

THE SHADOW WEAVER

Cain: ***"Rumor holds that Archbishop Lazarus loosed a silent terror in the caves near Leoric's Manor before he died. He labored for weeks over a group of unusually large spiders, and many of his servants quietly disappeared during this time… The largest creature led the others into the caves—none who's ventured there has returned."***

MODE	LEVEL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	11	3150-3213	225	Spider Vomit, Web Spit,Web Charge, Melee Attack, Summon Minions	Plagued	-
Nightmare	34	140,000-142,000	550	Spider Vomit, Web Spit,Web Charge, Melee Attack, Summon Minions	Plagued	-
Hell	52	2,471,000-2,521,000	750	Spider Vomit, Web Spit,Web Charge, Melee Attack, Summon Minions	Plagued	-
Inferno	61	15,717,300-16,031,646	850	Spider Vomit, Web Spit,Web Charge, Melee Attack, Summon Minions	Plagued	-



Queen Araneae attacks in multiple phases with a variety of techniques meant to slow, poison, and weaken her prey—which makes them that much easier to digest later on! She typically begins the fight using melee-based attacks, either by biting her enemy or with a stabbing leg assault. While those with a substantive armor Aura can stand tall in the face of these attacks and slug it out with her, most Heroes will be well-served to back away, out of her reach.

If the Hero moves out of melee range, Queen Araneae shifts to a ranged assault. She'll use her Web Spit attack to snare and slow you down. The Hero suffers the "webbed" debuf whenever stuck in the spider's silk. If successful, Queen Araneae then launches into her Web Charge, quickly moving back into melee range. It's at this point when she'll unleash her most potent attack of all—Spider Vomit. The Hero is dealt continuous damage for as long as he remains in the path of the poisoness bile. Quickly strafe out of range and attack while Queen Araneae is stationary. She's unable to move during her Spider Vomit attack.

Once Queen Araneae has been reduced to 66% of her health (and again at 33%), she'll flee to the safety of the chamber's ceiling and summon six Araneae Minions. These creatures behave just like Arachnid Horrors, but possess less HP and are a lower level. Sidestep their Web Spit attacks to avoid being snared and slay the lot of them. Queen Araneae returns to the battle as soon as the sixth Araneae Minion has been killed. Some of the lesser spiders will undoubtedly drop a Health Globe—leave them for the second and third of Queen Araneae's attack phases.

Locate the Pool of Venom on the ground in the far corner [5]. This is used to dissolve the web binding the woman, Karyna [6]. There's no time to talk right now. Lead Karyna out of the cavern via the opening on the far end of the Queen's chamber [7].

MINOR OBJECTIVE REWARD

GOLD: 120 **XP:** 1350

Southern Highlands

Cave of the Moon Clan

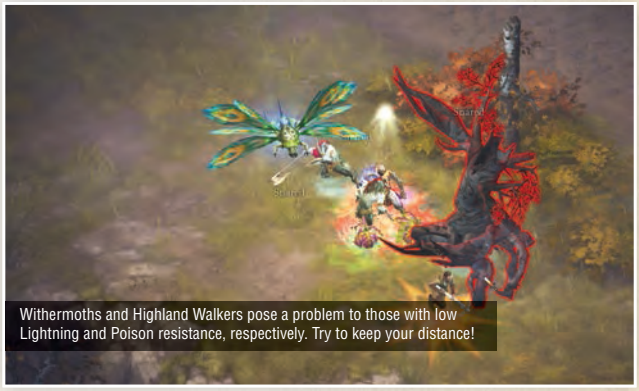
This random two-level cave is home to numerous Dark Moon Clan members and Spiderlings of various evil. The upper level of the cave tends to feature narrow passages littered with boulders and wooden stakes that serve to conceal the approaching attackers. Gather the Notes of Urik the Seer en route to the second level. You may find them inside Urik's Satchel. The smaller lower level likely features several dead-ends—seek out the second set of Urik's Notes and any Resplendent Chests that may be present before using the Dungeon Stone to exit.

Exit the cavern and speak with Karyna about the Coven **[8]**. She saw Maghda's worshippers dragging someone to Leoric's Manor, far to the north. The local tribe of Khazra has barricaded the path to the Northern Highlands. Karyna managed to steal an important staff of theirs. If you retrieve it from her cart and give it to the Dark Moon Clan, they may let you pass. Or so she says…

Access the Waypoint before crossing the bridge to the west, from the Highlands Crossing to the Southern Highlands area. Numerous enemies roam the Highlands, many of which are a bit stronger than those you've encountered previously. Monitor your health potion supply and do not hesitate to use the Town Portal and return to New Tristram to buy more. Regardless, consider a periodic visit to see what new armor Tashun the Miner may have available.

Watch Tower

Look for a Watch Tower along the western edge of the Southern Highlands. This randomly-appearing two-level dungeon features a very small upper level and a larger, lower one. The upper area is likely to contain Dark Cultists; the lower area is populated with numerous Returned Archers, Returned Shieldman, and Returned Executioners. The architecture here is similar to the Cathedral.



Withermoths and Highland Walkers pose a problem to those with low Lightning and Poison resistance, respectively. Try to keep your distance!

Skehlinrath

Not all Goatmen wander the highlands. Some make their living inside a walled camp. Brave their inner sanctum at your risk and confront Rambolt the Lunatic, a Lightning Aura unique Dark Moon Clan Shaman and as many as two dozen of his fellow Khazra. Should you encounter Rambolt, get his attention, then back away to funnel him and his minions through the narrow gate in the wall.

Ancient Pyre

The ghost of a Goatman named Gharbad may need you to retrieve a Shard of Resurrection from atop a funeral pyre so that he can return to life. Speaking with Gharbad summons forth an army of Khazra ghosts. Defeat them all and return the stone to Gharbad. Unfortunately, the resurrected Gharbad the Strong immediately attacks the Hero alongside a number of Moon Clan Impalers. Gharbad has powerful melee attacks and the Enrage trait, but has no ranged attacks. Gharbad moves quite slowly and is susceptible to all manner of ranged attacks.

This is where the adventure really starts to get tough if you haven't been fully maximizing your Hero's growth (or if you're playing without a follower). You must start concerning yourself with pulling enemies, looking for ways to isolate faster foes from those that are slower, and really paying attention to the terrain to avoid getting surrounded.

Burrowing Goatmen

Watch out for holes that suddenly open in the ground. Three Dark Moon Clan Impalers or Warriors will spontaneously leap from these burrows and attack at close range.

Head west across the Southern Highlands in search of Karyna's Lost Wagon. Several Goatmen attack as soon as you collect the Shamanic Khazra Staff [9]. The horde of Dark Moon Clan attackers includes Nalghban the Foul, an Electrified Dark Moon Clan Shaman. Lay claim to the missing Shamanic Kharza Staff and kill the remainder of the Dark Moon Clan Warriors that attack. Nalghban the Foul tends not to attack until most of the others have perished, making it possible to isolate him for a quick kill.

Investigate the stray cart to find the Shamanic Khazra Staff, but be prepared for the attack this brings!

MINOR OBJECTIVE REWARD

GOLD: 122 **XP:** 1425

The Khazra barricade lies to the north. Take your time and explore the entire Southern Highlands before heading there, as the battles continue to grow in intensity. This is a very important area in Act 1 for leveling up your Hero. The more time you spend in the Southern Highlands fighting the Goatmen and Highland Walkers, the easier your journey north will be.

Approach the barricade and prepare for the vicious onslaught of Dark Moon Clan—they don't care who stole the staff, only that it's in your possession [10]! The switchbacking path allows for Dark Moon Clan Impalers to hurl their spears down from above. Lure enemies down the switchbacking road to gain separation from those with an elevation advantage.

Keep your eyes peeled for tripwires, as the Dark Moon Clan has erected many traps along this path!

Arrows Up!

The Demon Hunter can target enemies on the upper path with crossbows to deal damage safely from afar. Clear out the enemies on the current elevation, then look to target those above before rounding the switchback.

NORTHERN HIGHLANDS

The Northern Highlands aren't nearly as large as their southern counterpart, but they are not without hazard. Many of the other Highlands creatures dwell here, as well, along with the Cursed Nest and some Winged Moloks. You may encounter a rare Withermoth in these parts.

Fight your way to the Waypoint in the northwest corner of the area. Inspect the numerous weapon racks and stumps here to load up on items to salvage or possibly use. Battle up the stairs to the ruins on the north end of the clearing and continue around the crumbling structure to Leoric's Hunting Grounds.

The Dark Cultists have managed to convince the Dark Moon Clan to do their bidding!

A Mighty Combination

This is a great time to start really thinking about linking attacks and selecting skills and runes that complement one another. One such combination for the Barbarian is that of using Cleave (with the Rupture rune) in conjunction with Rend. Attack enemies with Rend to cause bleeding damage over 3 seconds, then once they're good and softened up, hit them with Cleave. The Rupture rune causes any enemies that die with Cleave to explode and deal additional damage to all enemies within 8 yards. This is an excellent low-level combo to use against the mass of Moon Clan enemies you encounter in the Highlands.

LEORIC'S HUNTING GROUNDS

King Leoric's private hunting grounds consist of a small area to the north of the Northern Highlands, just across the bridge from his manor. The Dark Moon Clan has erected Khazra Totems in a triangular formation to power their efforts. Destroy these skull-adorned totems to cut off the flow of summoned enemies into the area. Battle the enemies in this area to push for another level increase. Heroes should be at or close to reaching level 12 before entering Leoric's Manor **[11]**. Cross the Manor Courtyard to the entrance and head inside **[12]**.

Even one Khazra Totem can summon additional Goatmen—destroy them all!

THE APOTHECARY'S BROTHER

Look for the rare Highlands Cave and enter it to speak with Rike the Apothecary. Dark Cultists have kidnapped Rike's brother and brought him to this cave as ransom for his elixirs. Help Rike find his abducted brother by exploring this sprawling one-level cave. Fight past the Dark Cultists and the occasional group of Dark Vessels in order to find Rike's brother lying in the open. Numerous Dark Cultists will attack while Rike tries to heal him with his elixirs. Fend off the attackers in exchange for a potion and a wealth of XP and gold. Then exit via the nearby Dungeon Stone.

LEORIC'S MANOR

Fight your way inside the Manor, then up the stairs and to the left. Many Dark Cultists have infiltrated the Manor and are busy trying to convert a select member of their Coven, The Vessel, into a creature known as Unholy Thrall. This ritualistic sacrifice yields a much more difficult creature to kill—rush toward The Vessel and cut him down before the transformation takes place.

Proceed through the wooden door to the balcony overlooking Maghda conferring with her Coven **[13]**. Many Dark Summoners are busy spawning Dark Hellions. Retreat to the previous area and use your most powerful skills on the Dark Hellions as they exit the door. Slay the last of the Dark Cultists and Dark Summoners, then hasten down the stairs and talk to the Wounded Man who was the center of their ritual **[14] Quest Complete**.

Fight through the army of Dark Cultists to reach The Vessel with the daggers in its back before it transforms.

Lure the Dark Hellions through the door atop the stairs to make them easier to kill, then slay the remaining Cultists on the steps.

QUEST

THE IMPRISONED ANGEL

OBJECTIVES

1. Enter Halls of Agony Level 1.
2. Enter Halls of Agony Level 2.
3. Go to the Highlands Passage.
4. Enter the Cursed Hold.
5. Talk to Queen Asylla.
6. Free the six Prisoner's Remains.
7. Kill the Warden.
8. Search for the Chamber of Suffering.
9. Kill the Butcher.
10. Find the Stranger.
11. Kill the Cultists surrounding the Stranger.
12. Talk to the Stranger.

COMPLETION REWARDS

HERO	GOLD	XP
All Classes	320	7700

**Based on Normal difficulty.*

The Wounded Man witnessed Maghda take a prisoner with golden eyes into the torture chambers below Leoric's Manor. The Hero must descend into the Halls of Agony, as there is no place the Cultists may go that the Hero shall not pursue.

DUNGEON

HALLS OF AGONY

If there was any question regarding the brutal nature of King Leoric's reign, it requires only one look at the Halls of Agony to erase all doubt. The sadistic ruler had erected a sprawling multi-level labyrinth dedicated to torture and pain. Iron maidens, sharpened cleavers, and baskets of sacrificial heads still line the blood-stained halls of this damned location.

NEW MINIONS OF HELL

SOURCES OF LOOT

Sacrificial Heads
Rarity ★

Dead Villager
Rarity ★★

Torture Barrel
Rarity ★★

Torture Tools
Rarity ★★★

Barrel of Blood
Rarity ★★★

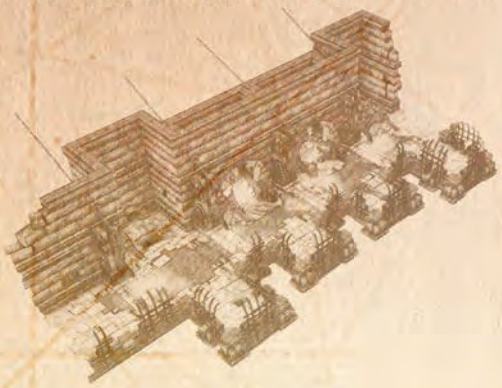
Musty Lectern
Rarity ★★★

Iron Maiden
Rarity ★★★

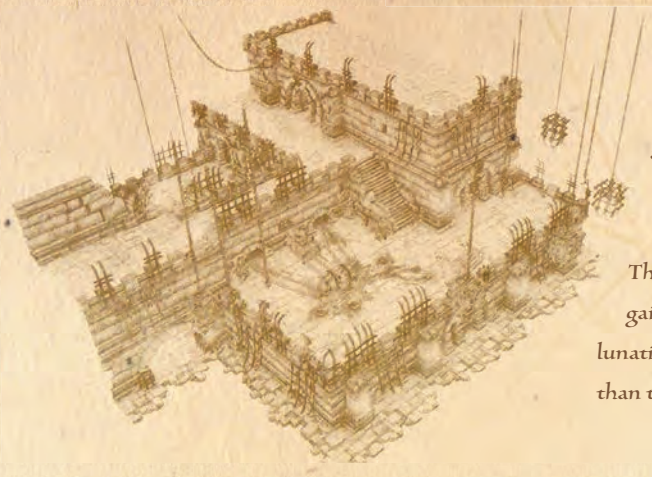
Chest
Rarity ★★★

Resplendent Chest
Rarity ★★★★

AN EXPLORER'S JOURNAL

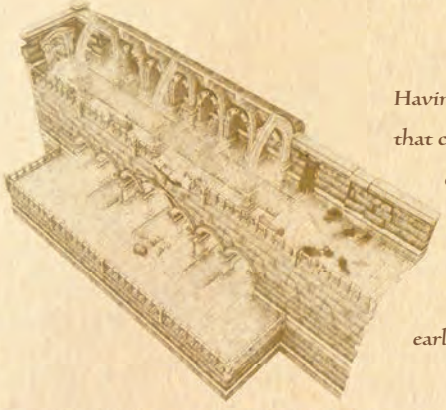


Though my ears had long sensed the macabre construction, my eyes still failed to believe what they saw. The path to the stairs was blocked by a series of massive cleavers! Over and over their blades slammed against the ground, sending tremors up my spine. I swiftly dodged the first cleaver as it was being raised, then decided to test their sharpness by leading a mob of Inferno Zombies into the path of the second falling blade. I almost pitied them for the puddle they had become.

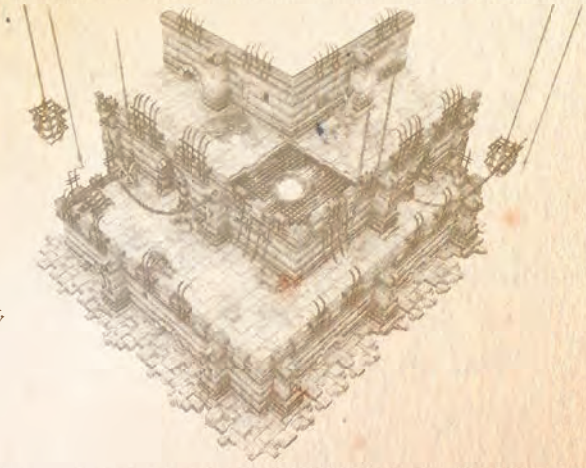


I still can't believe what I saw! My exploration of these aptly-named Halls of Agony had led me to a narrow walkway overlooking what appeared to be a torture room. I beat back the Bloated Corpses and Disentombed Hulks atop the stairs, then descended to the blood-stained floor below. All manner of torture devices remained on display. Though I found no treasure save for some coins in a torture barrel, I gained great insight into the type of man King Leoric was: A tyrant, a lunatic, a mass murderer! There was no exit from the torture chamber other than the stairs leading back the way I came.

I spilled a fire gutter onto a pair of Dark Berserkers only to notice two doors facing me. The hallway made a square path around two interior rooms, each with a pair of doors on either end. Careful not to be overwhelmed by whatever foul creatures lurked inside those rooms, I made certain to open only one door at a time. I cut down the Bloated Corpses as they stumbled toward the door, then advanced through that room and out the other side. I completed my loop through the adjacent room, using each opened door as a chokepoint.



Having reached the second level of this dreadful dungeon, I began to think I may have seen the worst that can be thrown at me. Regrettably, I let down my guard. Whether I was distracted by the baskets of sacrificial heads or my thoughts of Deckard Cain, I cannot recall. But I was not expecting to encounter so many Dark Berserkers in such close proximity! I absently wandered through a narrow archway into a room filled with enemies. If only I had taken a wider approach I would have seen them first and gotten the upper hand. Unfortunately, I compounded my earlier mistake by fleeing directly into another similar room where even more fiends awaited!



The stone floor suddenly gave way to a metal grate. I paused to inspect this new surface, only to see a veritable inferno rise up from underneath! It was another trap, this one even more sinister than the falling cleavers. I studied the dancing flames, struggling to hear myself think amongst the roar of the fire, then made my move the moment the flames died down. And though I sprinted as fast as I could, my speed was still not enough to keep my boot heels from being singed. Thankfully, I was feeling completely healthy before making that crossing.

LEVEL 1

Descend the external stairs of Leoric's Manor toward the entrance to the Halls of Agony, just beneath the outer balcony [1].

Beware the Cultist Grand Inquisitor

You may encounter this unique enemy, along with Dark Vessels and Dark Summoners, on the first level of the Halls of Agony. The red-robed Dark Summoner has Extra Health and is Electrified, making him that much harder to kill. Quickly eliminate any Vicious Hellions that were spawned and try to lure the Cultist Grand Inquisitor away from the others. This will make your task much easier.

Inferno Zombies crawl forth from the grated fire pits within the walls. They emerge one by one in slow succession, usually no more than five. Their furnace-like origin is extinguished once the last of the Inferno Zombies have been slain.

Inferno Zombies are quite a bit weaker than the other enemies you encounter, so just hit them fast and hard.

There are a number of traps throughout the Halls of Agony. Lure enemies into the drop spikes and toward the fire gutters. The latter is one of the most useful traps you'll encounter in any dungeon—coax packs of Vicious Hellions or Disentombed Hulks into the fire gutter, then spring the trap. Fight your way past the hordes of monsters and giant cleavers toward the stairs leading deeper into the Halls of Agony [2].

Move carefully past the giant cleaver traps; they're far deadlier than the enemies lurking in the distance.

LEVEL 2

Level 2 of the Halls of Agony contains a Waypoint. Find it before seeking the entrance to the Highlands Passage.

There are several large groups of enemies in this level, particularly Dark Summoners with Disentombed Hulks and Dark Hellions. Seek out traps, look for doorways to block with a void-area spell (such as Monk's Inner Sanctuary), and allow yourself to get some distance from them. Try to pull one or two enemies away from the group to make combat against large groups more manageable.

No matter how large the group of enemies, try to focus on those with summoning ability first or else that giant mob will get even bigger.

Stranger in Need

You may hear the calls of a villager locked away inside an iron maiden within the pit below the exit. Defeat the Disentombed Hulk and Inferno Zombies, then interact with the iron maiden in the far corner to free the prisoner. Speak with Merhan to claim an XP and gold reward.

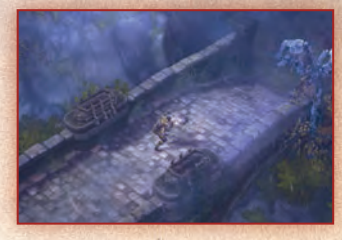
Continue past the exit to the Highlands Passage and investigate the pit below. This fiery trench is sometimes inhabited by a creature known as the Tormented Behemoth, a unique Disentombed Hulk. The pit also contains a wealth of Inferno Zombies just itching to wrap their fiery arms around you. Use the stairs (and the barricade at the bottom) to your advantage, and hurl attacks down at the Tormented Behemoth from elevated safety. The Tormented Behemoth packs the Knockback trait, but is otherwise quite similar to common Disentombed Hulks. Farm additional XP from the Inferno Zombies in the pit (until they stop clambering out of the fire in the center), then exit to the Highlands Passage up the stairs [3].

Ranged attackers can make quick work of the Tormented Behemoth from atop the stairs.

HIGHLANDS PASSAGE

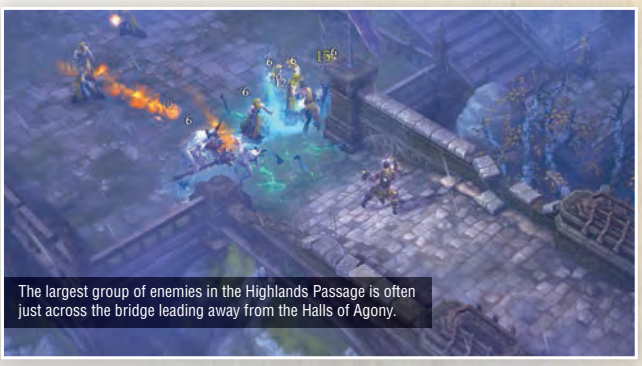
A REPUTATION RESTORED

When Radek the Fence isn't around, Kyr the Weaponsmith is often there in his place. Talk with Kyr to learn of his thirst for vengeance. He wants you to kill Dargon to restore the Weaponsmith's damaged reputation. Defeat Dargon and his master, a Deranged Cultist, on the far side of the elevated walkway. It doesn't take much to kill Dargon, a commoner. Speak to Kyr once the deed is done to earn gold and XP based on the Hero's level. Now he will sell his impressive selection of valuable weaponry to you instead.



The Highlands Passage is a small area, but one that can vary in enemy number and variety to an incredible degree. Cross the bridge to your first encounter and brace yourself for as many as two dozen enemies. Use the narrow width of the bridge as a choke point and focus your attacks on the front of the line [4].

Fight your way across the Highlands Passage, past many more Dark Cultists, Dark Summoners, Dark Berserkers, and Dark Hellions. This area may actually be completely devoid of enemies except for one or two Dark Cultists, at least beyond the initial bridge. Follow the path toward the entrance to the Cursed Hold and head inside.



The largest group of enemies in the Highlands Passage is often just across the bridge leading away from the Halls of Agony.

DUNGEON

CURSED HOLD

Those fortunate souls who manage to escape being sentenced to the Halls of Agony wound up in the Cursed Hold where they would be given the chance to rot in perpetuity. This massive grid of cells housed individuals under the grimmest of conditions. And those bare necessities they did receive—bread and water—ran out long ago.

QUEST GUIDE

NEW MINIONS OF HELL

SOURCES OF LOOT

Water Barrel
Rarity
★

Torture Tools
Rarity
★★

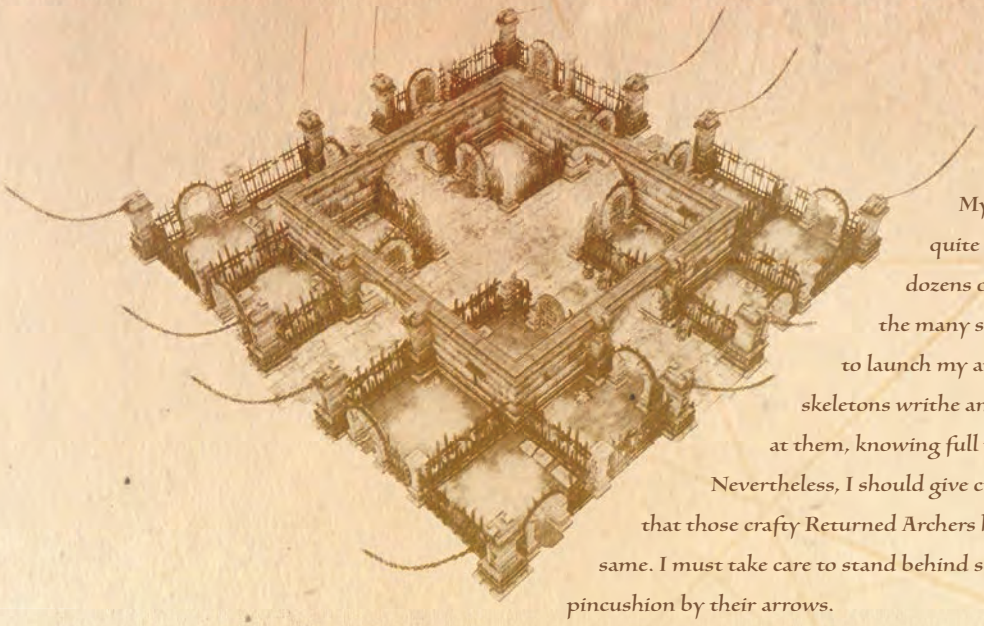
Jailer's Bones
Rarity
★★★

Chest
Rarity
★★★

Queen Asylla's Chest
Rarity
★★★★

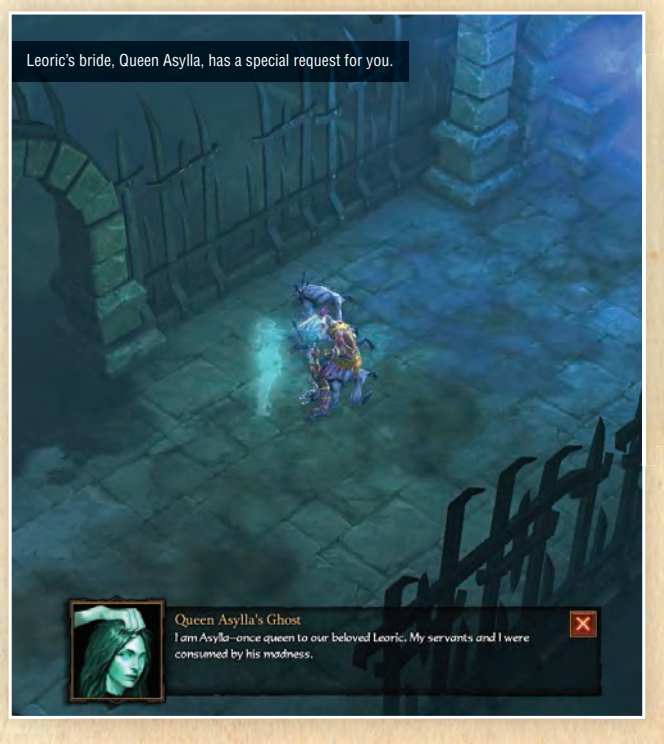
Resplendent Chest
Rarity
★★★★

AN EXPLORER'S JOURNAL



My mastery of ranged combat has proven quite beneficial here in the Cursed Hold. The dozens of ironclad cells do a fine job of keeping the many skeletons confined, while allowing me to launch my attacks between the bars. Oh, how those skeletons writhe and burn when I lob my fiery projectiles at them, knowing full well they can't counterattack! Nevertheless, I should give credit where it's due and acknowledge that those crafty Returned Archers have figured out that they can do the same. I must take care to stand behind solid masonry, lest I be pierced like a pincushion by their arrows.

Enter the Cursed Hold and speak to the ghost of Queen Asylla [5]. For years her spirit has haunted these cells in anguish, hoping there would come a day when her people would be free. She needs you to search the Cursed Hold and release the spirits of six forgotten prisoners. Collect Queen Asylla's Journal from the chest in her cell near the entrance and continue into the main area of the hold.


Leoric's bride, Queen Asylla, has a special request for you.
Queen Asylla's Ghost
I am Asylla—once queen to our beloved Leoric. My servants and I were consumed by his madness.

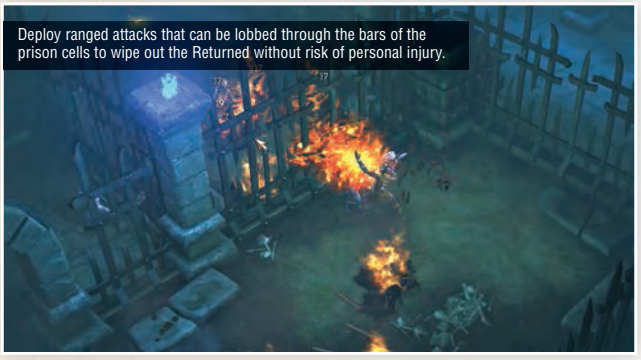
Fight your way past what seems to be hundreds of Returned who patrol this insidious holding cell. These upgraded Skeleton soldiers fight with swords, bows, and shields. Returned Executioners even wield double-bladed axes. Fortunately, most of the enemies are confined to cells that you can either open or leave closed.

The souls of the six Forgotten Prisoners, left to rot in their cells long after Leoric was slain, pace endlessly around their remains. The Hero must break into each of their cells and inspect the Prisoner's Remains to free the souls [6]. This task does not require lock-picking skills—each door opens with a single click! The Forgotten Prisoners are scattered at random throughout the sprawling grid of cells. Begin your search by circling the perimeter of the eastern half of the Cursed Hold, where most of the cells are located.

Finish Fast or Farm XP

Don't stand back and lob shots at the Returned Archers if there's a Tortured Summoner amongst their ranks. The Tortured Summoner continues to evoke additional Returned Archers as the others fall. Of course, those wishing to milk as much XP as possible can just as easily choose to keep the Tortured Summoner alive to farm more Returned Archers. Tortured Summoners won't spawn an endless supply of Returned Archers, but enough to gain a bit more XP out of the battle for those who so desire it.

This is an excellent area to use projectile attacks, like the Demon Hunter's Grenades. You can hurl them through the bars at the numerous Returned Shieldman and other skeletons that guard the interiors of many of the cells. Similarly, take note when there are Returned Archers inside the cell and conduct your hallway battles while standing in front of solid walls or doors so they can't shoot their arrows through the bars at you.



Deploy ranged attacks that can be lobbed through the bars of the prison cells to wipe out the Returned without risk of personal injury.

Forgotten as they may be, the spirits of the Forgotten Prisoners aren't unwatched. You'll soon begin to hear the angry yells of someone who is not pleased to see them being freed. These foreboding shouts continue with every other freed prisoner until all six have been released from their eternal torture.

The lone exit from the Cursed Hold leads deeper to the Halls of Agony. The only way to access these stairs is by killing the Warden. Locate a Healing Well and commit its location to memory before approaching the four-way intersection in the center of the Cursed Hold, where the Warden awaits. There's nowhere to go until you kill this unique monster and his Savage Fiend minions [7].

Hit the Warden hard, then make a run for a Healing Well to string out the minions before attacking again.

THE WARDEN

HEAD JAILER OF KING LEORIC

The Warden is an impressive beast with a powerful Mace Swing attack and ground-rumbling Knockback Slam. This super-charged Berserker-like foe fights similarly to the Dark Berserkers you faced elsewhere. The Warden is accompanied by Savage Fiend minions that attack alongside it, though it moves slower and seldom strays from the crossroads in the center of the Cursed Hold. Hit-and-run attacks work best, not only to avoid its melee attacks, but to keep you from falling victim to his Jailer trait (at least not while he's close enough to take advantage of your temporary imprisonment). The longer you make the "and-run" portion of this technique, the better. The Warden may give chase, but you can easily outrun this foe and return to a Healing Well if one is present. Not only does this stretch out the Savage Fiend minions and makes them easier to kill, but it saves you from having to use up Health Potions. If you have access to runes or a passive skill that increase the chance for health globes to drop, slot it in and feast on the Savage Fiends as a potential source of health.

MODE	LVL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	13	910-1001	1500	Mace Swing, Knockback Slam	Knockback, Jailer	-
Nightmare	35	31,930-35,123	3375	Mace Swing, Knockback Slam	Knockback, Jailer	-
Hell	54	579,000-637,000	4575	Mace Swing, Knockback Slam	Knockback, Jailer	-
Inferno	61	3,143,000-3,458,000	5100	Mace Swing, Knockback Slam	Knockback, Jailer	-

MINOR OBJECTIVE REWARD

GOLD: - **XP:** 525

Approach the iron spiked gate on the southern side of the center of the Cursed Hold after killing the Warden. Plunder any chests you find beyond the spiked gate and fight through the throngs of Savage Fiends that attack en route to the stairs leading deeper into the Halls of Agony.

Death of a Queen

Break down the door to the left of the stairs to see ghosts recreate the death of Queen Asylla with Lazarus and King Leoric. Continue watching until the ghosts fade away to uncover the "A Page From Lazarus's Grimoire" lore.

DUNGEON

HALLS OF AGONY

HALLS OF AGONY, LEVEL 3

Numerous Dark Zealots are likely to attack here, as will the Unholy Thrall if you don't kill off the Dark Vessels first. Search this small area for the fifth and final entry from Leoric's Journal. It doesn't matter which of the Lecterns you inspect first, as the journal entries will be revealed in sequential order automatically. And be sure to continue searching Musty Lecterns even after you've found all five pieces of Leoric's Journal, as the lecterns often yield a potion. The lower level of the dungeon is just ahead; continue downstairs to the Chamber of Suffering [8]. You won't find the Stranger there, at least not until you kill the Butcher [9].

CHAMBER OF SUFFERING

THE BUTCHER

FLESH CARVER

Cain: ***"The truth about the butcher demon was more startling than I ever anticipated. Evidently, there are many of them within the Burning Hells, though they used to be solely under Diablo's command. The butchers are stitched together from the parts of other demons to combine their strengths, then given life through wicked magic."***

MODE	LEVEL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	13	5278	2000	Grappling Hook, Frenzy, Smash, Melee	-	-
Nightmare	35	185,194	4500	Grappling Hook, Frenzy, Smash, Melee	-	-
Hell	53	3,359,128	6100	Grappling Hook, Frenzy, Smash, Melee	-	-
Inferno	61	18,232,068	6800	Grappling Hook, Frenzy, Smash, Melee	-	-

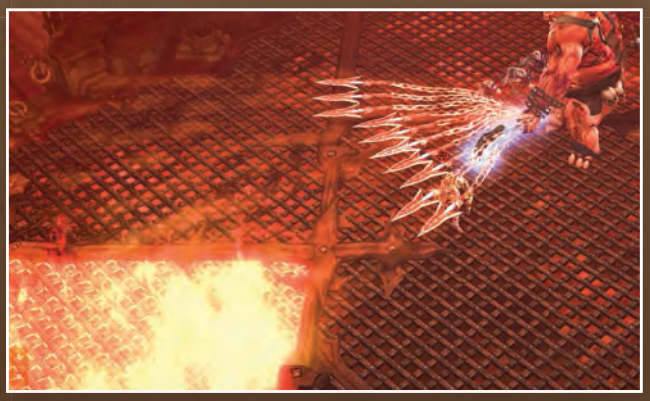
SUGGESTED SKILL SELECTION: HERO LEVEL 14

HERO CLASS	SKILL #1	SKILL #2	SKILL #3	SKILL #4	SKILL #5	SKILL #6	PASSIVE #1	PASSIVE #2	PASSIVE #3
Barbarian	Bash	Hammer of the Ancients	Threatening Shout	Leap Attack	Ancient Spear	Weapon Throw	-	Nerves of Steel	-
Demon Hunter	Bola Shot	Impale	Caltrops	Vault	Evasive Fire	-	Tactical Advantage	-	-
Monk	Fists of Thunder	Lashing Tail Kick	Breath of Heaven	Exploding Palm	Cyclone Strike	-	Fleet Footed	-	-
Witch Doctor	Poison Dart	Haunt	Summon Zombie Dogs	Sacrifice	Zombie Charger	-	Jungle Fortitude	-	-
Wizard	Magic Missile	Ray of Frost	Diamond Skin	Wave of Force	Ice Armor	-	Blur	-	-

**The skills listed in the table above are merely a suggestion for first-time players. Although these loadouts were proven effective by us, there are many paths to victory. Experiment!*

The massive demon called The Butcher is far larger than anything the Hero has encountered thus far. Though not one of the Prime Evils, nor even a Minor Evil, it is nonetheless a *considerable* threat. The Butcher has several standard attacks that put its brute strength, skull-adorned axe, and lengthy grappling hook to use. And if that wasn't enough, scorching hot flames rise through the floor to pose an even greater threat. The floor is divided into a half-dozen segments that randomly alight with flame. Avoid the blaze to prevent significant burns and loss of health.

The Butcher's basic Smash melee attack is of little concern provided you stand far enough away. The powerful overhead swing is prefaced by a series of quick hops, making it easy to know when to step aside. It's what it does next that you need to worry about! The Butcher uses its grappling hook in one of two ways: it will either launch the heavy grappling chain directly at the Hero to latch on and pull its victim within striking range (and leave the Hero stunned for several seconds), or it will launch an array of spear-like chains to deal piercing damage across a wider area.



Stand far back and keep moving to avoid the fire rising through the floor. You'll get hit eventually, but the two Healing Wells in the upper corners of the arena should keep you alive—use them whenever your health drops below 75% and rely on Health Potions when the Healing Wells are inactive (30-second cooldown) or when you need an instant pick-me-up.

The Butcher has one more trick up its sleeve, and this is the one to turn against it. By staying out of the Butcher's reach, you'll force it to go into a state of Frenzy. This causes the creature to rear back and glow bright orange with anger. Any player in close range at this point will be knocked back. The Butcher then puts its head down and sprints across the arena in an attempt to trample the Hero. Dodge this charge attack and watch as the Butcher runs headfirst into a wall. The impact stuns him for several seconds and provides the perfect opportunity to attack without fear of retaliation. This is best done by moving in an irregular pattern and by striving to move perpendicular to the Butcher's orientation.

MINOR OBJECTIVE REWARD

GOLD: 128 **XP:** 1650

Kill those standing guard first to prevent the arrival of Dark Berserkers, then defeat the Cultists.

CELLS OF THE CONDEMNED

Gather up the loot dropped by the Butcher and push ahead into the Cells of the Condemned. Descend the narrow, winding stairs to the numerous members of the Coven, where they have the Angel trapped within their dark powers **[10]**.

The Dark Cultists are joined by Dark Wizards and Dark Ritualists. These foes will fall quite easily to anyone capable of besting the Butcher. Slay those on the perimeter first to prevent them from summoning Dark Berserkers into the fray, then set about killing the Dark Cultists trapping the angel **[11]**.

The angel has suffered tremendous injury, but is brought back to health—and then some—upon being reunited with his sword. He reveals himself as Tyrael, none other than an archangel of the High Heavens **[12] Quest Complete**.

QUEST

RETURN TO NEW TRISTRAM

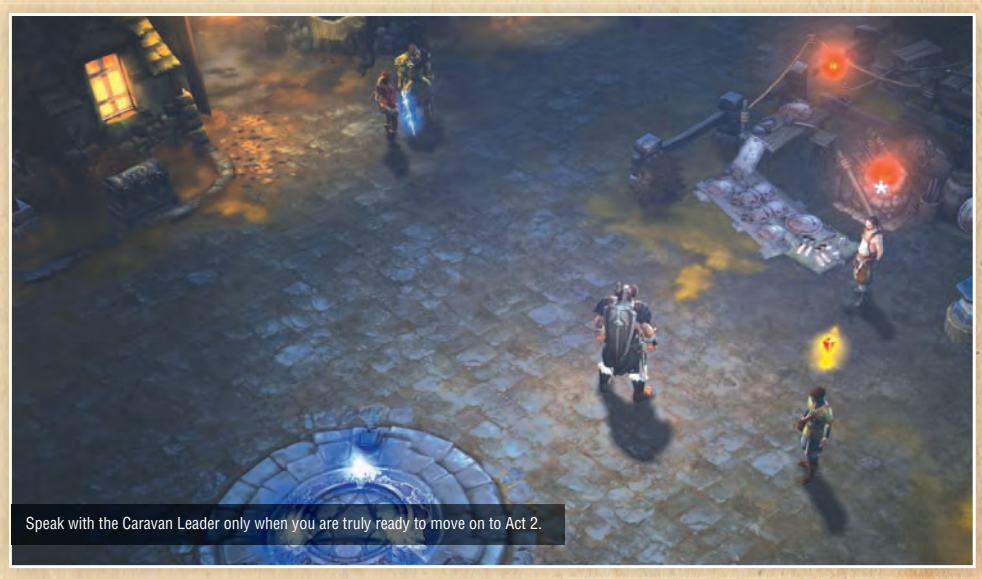
OBJECTIVES

1. Talk to Tyrael in New Tristram.
2. Talk to the Caravan Leader.

Tyrael's reunion with his sword not only restored his health, but his memory, too. Belial and Azmodan, the last Lords of Hell, are set to unleash a tide of darkness across the land. Belial has already begun unleashing the evil of Hell upon Caldeum and the surrounding desert. The Hero, Leah, and Tyrael must head to Caldeum at once.

NEW TRISTRAM

Talk to Tyrael in the Cells of the Condemned to hear his news and use the portal he creates to return to New Tristram. Speak with the archangel again in town to forge plans to move on to Caldeum **[1]**. Tyrael has arranged for a Caravan Leader to transport the group to Caldeum. Speak with the man in green near the wagon once you are ready to leave New Tristram **[2] Quest Complete**.



Speak with the Caravan Leader only when you are truly ready to move on to Act 2.

The Caravan

The Caravan carries the Hero and his Stash, along with the Followers and Artisans from one Act to the next. This includes the Templar and Scoundrel, as well as the Blacksmith. The Caravan sets up a camp at the start of each Act that will serve as your base. The center of operations was New Tristram during Act 1. In Act 2, your base is a Hidden Camp set on a cliff high above the city of Caldeum. Your Caravan will grow to include additional Followers and Artisans as the quest continues. Neither the Caravan nor your camp changes location within an Act.

ACT II

Kehjistan
Caldeum
Lut Gholein
Sea Kul
Ureh
Aranoch
Seas
Kurast
Torajan
Jungles
Viz-jun

Swamplands

CALDEUM

The Jewel of the East, Caldeum, is a thriving city with a palace home to a boy-king and a rich cultural heritage. This bustling oasis in the desert is currently on lock-down due to the violence spreading across the sea of sand that laps at the city's walls. The Hidden Camp high above the Caldeum Bazaar affords the Hero's caravan a glimpse at the shimmering city below, and of the palace gates that strain to keep the crush of refugees from entering the heart of the city, leaving them to mill around the Bazaar with nowhere to turn.

QUEST

SHADOWS IN THE DESERT

OBJECTIVES

1. Go to the Caldeum Bazaar.
2. Talk to Asheara.
3. Go through the Sundered Canyon.
4. Kill the ambushing cultists.
5. Talk to the Enchantress in the Sundered Canyon.
6. Kill the lacuni attacking the Iron Wolves.
7. Talk to Iron Wolf Jarulf.
8. Disrupt the Hidden Conclave ritual.
9. Disrupt the Secret Altar ritual.
10. Go to the Black Canyon Bridge.
11. Talk to the Enchantress.

COMPLETION REWARDS

HERO	GOLD	XP
All Classes	490	4400

**Based on Normal difficulty.*

QUEST GUIDE

The caravan has journeyed far to a hillside overlooking the jewel city of the east, Caldeum. Belial, one of the Last Lords of Hell, has cast a pall over this fair city, but is nowhere to be seen from this vantage point. Leah and Tyrael will search for Belial while the Hero goes in pursuit of Maghda, as Cain's death shall not go unpunished.

HIDDEN CAMP

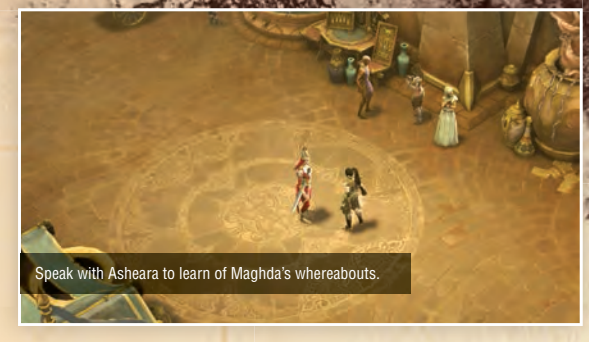
The caravan has set up camp high atop a cliff overlooking the desert city of Caldeum. There is much to do and Tyrael is anxious to get underway, but preparations are in order. Take a moment to look around the camp.

Speak with Leah to put the plan in motion. The Hero instructs Leah and Tyrael to search for Belial while he looks for Maghda. Descend the stairs on the north end of the camp to enter Caldeum Bazaar [1].

The stairs on the north side of Hidden Camp afford quick and easy access to the shops in Caldeum Bazaar.

Caldeum Bazaar

Asheara, commander of the Iron Wolves, stands just beyond the entrance to Caldeum Bazaar. Speak with her to learn of the refugees she saved from Maghda's Coven [2]. Asheara believes Maghda is heading toward Alcarnus, but Maghda instructed her Cultists to barricade the path leading through the borderlands—the only way to pursue her is through the Khasim Outpost, beyond the Sundered Canyon.


Speak with Asheara to learn of Maghda's whereabouts.

The journey beyond the Sundered Canyon—just a small part of the Stinging Winds desert—will be arduous. Stop at the Searing Sands Inn to stock up on health potions. It's worth speaking to the other vendors in this area, as well. They are bound to carry equipment that the Hero was unable to procure back in New Tristram.

The exit to the desert lies to the northeast, just beyond the arms dealer, Lugo the Miner. The guards near the gate tell you to seek out Captain Davyd if you happen to make it as far as the Khasim Outpost. They have their doubts that you'll be successful…

Leah at the Bazaar

Leah and Tyrael have uncovered interesting news about the Iron Wolves, Belial, and the lock-down within the city. She and Tyrael are standing just to the left of the arch you pass through after speaking to Asheara. Together, they're going to find a way into the city via the sewers.

SHOPS

A Lugo the Miner
Categories
Weapons, Armor, Repairs

B Tilnan the Collector
Categories
Weapons, Armor, Miscellaneous, Repairs

C Sadeir the Innkeeper
Categories
Miscellaneous, Repairs

D Squirt the Peddler
Categories
Weapons, Armor, Miscellaneous, Repairs

Haedrig Eamon (In Hidden Camp)
Categories
Blacksmith

Covetous Shen* (In Hidden Camp)
Categories
Jeweler

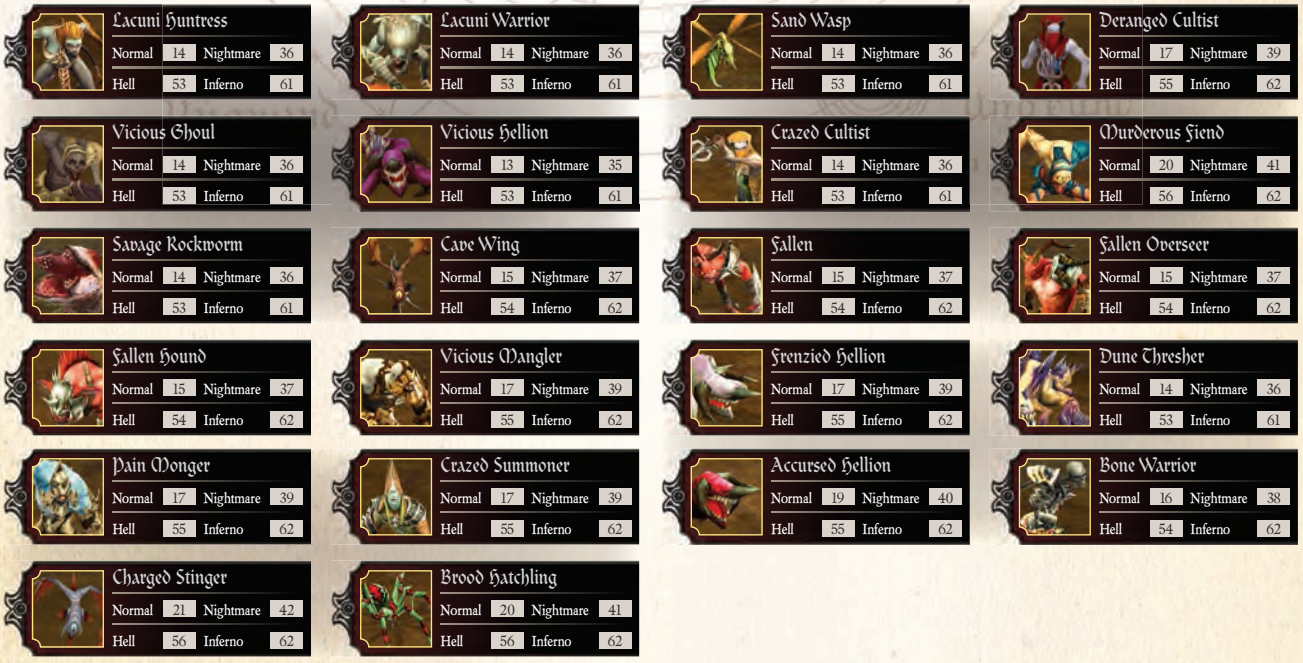
Silmak the Fence (In Hidden Camp)
Categories
Weapons, Armor, Trinkets, Repairs

**The Jeweler is not initially available.*

STINGING WINDS

Beyond the walls of Caldeum lies the Stinging Winds desert. This barren, sandy landscape is all but devoid of water, plants, and friendly inhabitants. The Stinging Winds and its windswept canyons and plateaus are home to members of the fierce Lacuni and Fallen tribes. The remnants of a once thriving mining operation lie dormant along the Black Canyon, the workers' homes abandoned. The old road to Alcarnus has been blocked, forcing a lengthy trek across the heart of the desert to the Khasim Outpost.

NEW MINIONS OF HELL



	Normal	Nightmare	Hell	Inferno
Lacuni Huntress	14	36	53	61
Lacuni Warrior	14	36	53	61
Sand Wasp	14	36	53	61
Deranged Cultist	17	39	55	62
Vicious Ghoul	14	36	53	61
Vicious Hellion	13	35	53	61
Crazed Cultist	14	36	53	61
Murderous Fiend	20	41	56	62
Savage Rockworm	14	36	53	61
Cave Wing	15	37	54	62
Fallen	15	37	54	62
Fallen Overseer	15	37	54	62
Fallen Hound	15	37	54	62
Vicious Mangler	17	39	55	62
Frenzied Hellion	17	39	55	62
Dune Thresher	14	36	53	61
Pain Monger	17	39	55	62
Crazed Summoner	17	39	55	62
Accursed Hellion	19	40	55	62
Bone Warrior	16	38	54	62
Charged Stinger	21	42	56	62
Brood Hatchling	20	41	56	62

SOURCES OF LOOT

Defiled Bones
Rarity ★

Loose Stones
Rarity ★★

Stone Pile
Rarity ★★

Torture Barrel
Rarity ★★

Dead Adventurer
Rarity ★★

Dead Iron Wolf
Rarity ★★

Dead Villager
Rarity ★★

Sun Bleached Corpse
Rarity ★★

Egg Sack
Rarity ★★

Dead Worm
Rarity ★★

Dead Beast
Rarity ★★

Weapon Crate
Rarity ★★

Barrel
Rarity ★★

Treasure Chest
Rarity ★★★

Chest
Rarity ★★★

Hidden Cache
Rarity ★★★★

Resplendent Chest
Rarity ★★★★

QUEST CONTINUED

SHADOWS IN THE DESERT

SUNDERED CANYON

Ranged attacks like Disintegrate can be used to target Sand Wasps before they descend from the cliffs.

Head down the path into the Sundered Canyon and speak to the Enchantress. She offers a dire warning of Cultists and intends to join you, as she too seeks the Coven. The Enchantress speaks of mirages ahead, traps of foul magic. Knowing her skills will come in handy, she joins your quest without awaiting your approval.

The path leads into a seemingly impassable box canyon, home to many Sand Wasps and even a few Lacuni Huntresses, the latter of which are quite fond of lobbing firebombs. Sand Wasps spew as many as four miniature wasps that serve as slow-moving projectile attacks. Stand back and wait for the Sand Wasps to fire their offspring projectiles, then skirt around these miniature wasps and attack. Fight through the Sundered Canyon to the dead end [3].

Members of Maghda's Coven materialize out of thin air and attack near the box canyon. Lay into these Deranged Cultists quickly, before they can strike with their daggers [4].

Speak to the Enchantress to learn her name [5]. Watch as Eirena uses her arcane powers to clear the path—it wasn't a dead end, but rather a powerful illusion created by the Cultists to appear as a trap!

Get between Jarulf and the Lacuni Warriors to ensure he isn't harmed.

Several Iron Wolf members approach quickly just beyond the magical obstruction. They're being pursued by Lacuni Warriors and their leader, Jarulf, needs your assistance. Lacuni Warriors attack with twin swords and should not be taken lightly. Slaughter the melee attackers as they approach to save the Iron Wolves' captain [6]. Speak to Jarulf to learn about the powerful magic being cast from within two desert lairs [7]. The Hero and Enchantress must disrupt these spells in order to cross the Black Canyon Bridge to the northeast.

HOWLING PLATEAU

SIROCCO CAVERNS

The Sirocco Caverns is a large and dangerous area, even with the Enchantress lending a hand. There are many toxic threats here to consider. Avoid stepping on the maggot-looking Larva Sacks in the corners of the cave as they let out poisonous gas when popped. The Dead Worms usually yield Brood Hatchlings when inspected and the large holes are often home to Cave Wings or Savage Rockworms, both of which are deadly. Savage Rockworms will attempt to emerge underfoot and swallow the Hero, only to spit him back out after diving back below ground. Don't be alarmed if the Hero suddenly vanishes! This is a great place to level up and gain some powerful equipment, but not without a large supply of health potions. Enter at your own risk!

FRIGHTENED GIRL

You may encounter another Dark Cultist illusion in the form a frightened child near a cul-de-sac of small houses. This is a trap of the most sinister kind, preying on your desire to help a poor lost girl. The Dark Cultists emerge alongside a number of Frenzied Hellions and Dark Berserker Champions. Be careful and take whatever trait they have into account! Consider retreating through the narrow entrance where you can force them to line up to attack. They created the illusion in hopes of surrounding you with enemies—spoil their plan by funneling them through a chokepoint!

A MINER'S GOLD

Inspect the mining lifts and boardwalks for a lone miner standing near a Resplendent Chest. He needs you to protect him from the marauding Fallen while he works to raise the lift with the heavy chest. Try to stick close to the miner to protect him from the early waves of Fallen, then seek out any Fallen Shaman in the area. The miner will take what he came for, but leave the contents of the Resplendent Chest for you, in addition to a healthy amount of XP and gold.

The Howling Plateau is a sprawling desert landscape, home to hostile members of the Lacuni, Sand Wasps, Dune Threshers and many other vicious creatures. The main road leads from the Sundered Canyon north to the Black Canyon Bridge, but the bridge is currently inaccessible thanks to the spells being chanted at the Hidden Conclave and Secret Altar. The Hero must seek these two dens and disrupt the spells, but finding them is half the challenge.

The Enchantress will reveal the Cultists' footprints. Track each set to its secret location.

Scour the area for signs of the Cultists. The Enchantress will sense another illusion—one to cover the Cultists' footprints—and will use her magic to reveal their tracks. Head northwest to the Hidden Conclave and enter the portal. Kill the Vicious Mangler that guards the ritual, then disrupt the spell by slaying all of the Dark Cultists **[8]**. More will emerge from the shadows, but should be no match for you. They are not nearly as dangerous as the enemies encountered in the field, but may summon a Vicious Mangler. Fortunately, they're very focused on their ritual and the Hero has surprise on his or her side.

Fight past the Vicious Mangler guarding the ritual to reach the Dark Cultists.

Mining for Treasure

The mines may no longer be in service, but that doesn't mean the lifts don't still work. Take a look around the pit to the east to see if there is a treasure chest on one of the platforms. If so, pull a nearby lift lever to raise it within reach.

Lead the Enchantress east through the Howling Plateau to discover a second set of hidden footprints. Follow these tracks to the buildings on the far edge of the plateau to find the Secret Altar **[9]**. This area has more enemies and is a bit harder to clear than the Hidden Conclave. Watch out for Vicious Manglers, Pain Mongers, and summoned Accursed and Frenzied Hellions. Attack from afar, then flee the room to regroup and heal if necessary. The room has a slight chicane in the center. Stay to the right of it to avoid having summoned forces attack from your rear—always leave yourself a way out!

Stick close to the exit until the Pain Mongers have been defeated, then close in on the Dark Cultists.

"They are divided into the Lesser Evils: Belial, Azmodan, Duriel, and Andariel, and the Prime Evils: Mephisto, Baal, and Diablo."

– Deckard Cain

Courier's Corpse

Keep your eyes peeled for the Tortured Cultist Corpse in the Hidden Conclave. Inspect the corpse to find the "Missive to Maghda, Part 1" piece of lore—a message from a very unholy source.

Sand Devils

The desert is an inhospitable place with many dangers, both natural and arcane, including the sand devils. These swirling sand-filled twisters spring up in the desert and inflict heavy damage if you get too close. Give them a wide berth as their movements are quite unpredictable.

With the two spells disrupted, it's time to head to the bridge **[10]**. The Black Canyon Bridge is located further along the road on the north side of the Howling Plateau. Speak to the Enchantress to learn her true story **[11] Quest Complete**.

The Hero will ask the Enchantress to join her quest. Having the Enchantress along will greatly aid in your battle, but if you're also a Wizard, you may find it better to move on with the Templar if in need of a Follower. You can only have one at a time and two Mages aren't quite as effective as having a Mage and a Templar. Consider using the Town Portal to return to Hidden Camp to hire the Templar.

The Enchantress will use her powers to counteract the illusion and reveal the Black Canyon Bridge.

QUEST

THE ROAD TO ALCARNUS

OBJECTIVES

1. Cross the Black Canyon Bridge.
2. Find Khasim Outpost.
3. Talk to Lieutenant Vachem.
4. Enter the Command Post.
5. Kill the demons in the Command Post.
6. Open the Locked Cage.
7. Kill the disguised demons in Khasim Outpost.
8. Talk to Captain Davyd in Khasim Outpost.

COMPLETION REWARDS

HERO	GOLD	XP
All Classes	500	4600

**Based on Normal difficulty.*

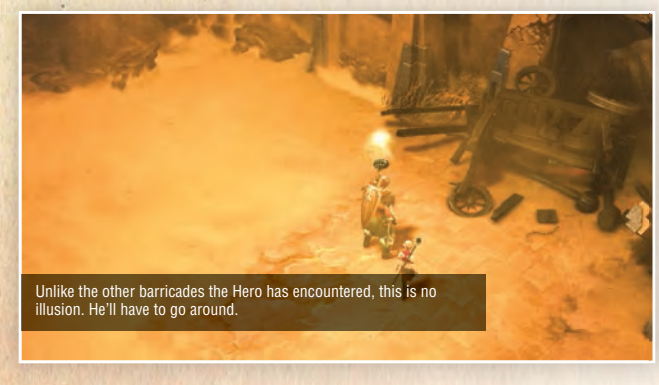
The Hero's pursuit of Maghda has led across the Howling Plateau to the Black Canyon Bridge. If Maghda has truly gone to Alcarnus, then the Hero must pass through the Khasim Outpost to continue his quest. This area lies further to the north, beyond the Black Canyon Mines.

BLACK CANYON MINES

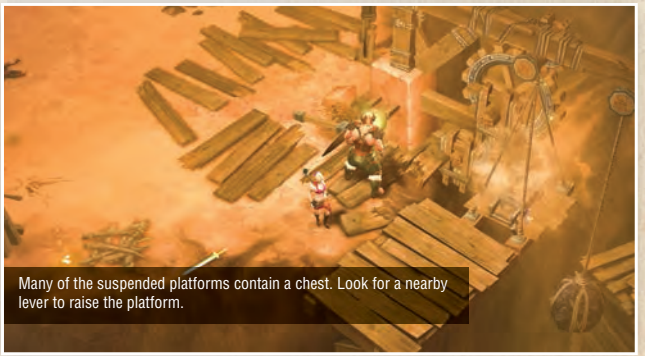
Cross the bridge to enter the Black Canyon Mines area [1]. Continue along the road to the north, only to find the entrance has been blocked by a barricade of wreckage and debris—presumably from the Cultists as the guards had intimated. The Hero will indeed need to find another way to Alcarnus.

Scour the area for enemies and treasure. The desert-dwelling Fallen are quite numerous in this area, as are the lizard-like Dune Threshers. And while the lowly Fallen are mere fodder for a Hero of your strength, the Fallen Overseers and Fallen Hounds should not be taken so lightly. Fallen Overseers attack with common melee strikes, but also possess a powerful leaping Slam Attack and a blood-curdling roar.

Seek out the treasure within the cellars in this area and along the mining scaffolds. Raise the Miner Lift on the east (overlooking the Howling Plateau) to access the chest often located on the mining platform. Continue on from Black Canyon Mines to the primary Stinging Winds area via the narrow opening to the west.



Unlike the other barricades the Hero has encountered, this is no illusion. He'll have to go around.



Many of the suspended platforms contain a chest. Look for a nearby lever to raise the platform.

TUNNELS OF THE ROCKWORM

Look for the Deserted Cellar and head inside to find a unique monster named Graveljaw the Devourer. This Rockworm resides in a hole in the center of the floor. Ranged fighters can stand back and lob attacks into its wormhole. The Demon Hunter's Grenades are perfect for this. Melee fighters must defeat Graveljaw with more direct tactics. Enter the vacated crater to descend into the Tunnels of the Rockworm. This is a small empty cave with several loot items to collect, making your exploration of the Deserted Cellar well worth the effort.

DESERTED CELLAR

There's more than one Deserted Cellar, so you may encounter a host of Stinging Swarms or perhaps an altogether different unique monster inside. Beware of the unique monster named Hurax, an Unholy Thrall with the Electrified trait.. Hurax will multiply, but if you keep quick-tossing ranged attacks like the Demon Hunter's Chakram, you'll cut through the lot of them and find yourself an impressive collection of loot, health globes, and gold. With any luck, you'll simply find a cellar containing a Resplendent Chest and a number of lesser creatures.

SAVED FROM THE HOUNDS

Enter the Blood Cellar and set about slaughtering the three packs of Fallen Hounds that are feasting on the corpses there. These creatures move fast and attack with all the aggression of ravenous wild beasts, so use of a defensive skill is advised. A survivor will appear as soon as the threat has been eliminated. Speak with him to receive a small amount of gold for your effort.

STINGING WINDS

NEW MINIONS OF HELL

	Normal	Nightmare	Hell	Inferno
Fallen Lunatic	17	39	55	62
Serpent Magus	17	39	55	62
Writhing Deceiver	17	39	55	62
Stinging Swarm	17	39	55	62
Guardian Tower	20	41	56	61
Icy Spiderling	22	42	56	62
Fiery Spiderling	22	42	56	62
Shocking Spiderling	22	42	56	62
Venomous Spiderling	22	42	56	62
Spine Hewer	16	38	54	62
Noxious Guardian	16	38	54	62
Frost Guardian	20	41	56	62
Skeletal Ranger	16	38	54	62
Dark Conjurer	17	39	55	62
Deathly Haunt	17	39	55	62

SOURCES OF LOOT

Barrel
Rarity
★

Hidden Cache
Rarity
★★★

Satchel
Rarity
★★★

Chest
Rarity
★★★

Stone Pile
Rarity
★★

Supply Crates
Rarity
★★★

Cain's Lost Satchel
Rarity
★★★★

Resplendent Chest
Rarity
★★★★

Weapon Crate
Rarity
★★

Dead Iron Wolf
Rarity
★★★

Imperial Guard's Chest
Rarity
★★★★

Sun Bleached Corpse
Rarity
★★★

Dead Beast
Rarity
★★★

Dead Villager
Rarity
★★★

THE RUINS

The Ruins are a dark and dusty tomb of variable size containing a number of new enemies, including Sentient Obelisks and Stinging Swarms. Most threatening are the serpentine demons known as the Serpent Magus and Writhing Deceiver. The Serpent Magus will often form a large circle of lightning energy that is extremely dangerous and must be avoided. Writhing Deceivers shimmer, disappear, then reappear at close range to attack. There are numerous Resplendent Chests in The Ruins, but it's a perilous place to be without an ally, especially if you're not at least a level 17 Hero. This optional dungeon is very difficult for melee fighters, even with the Enchantress by your side (unless you've stashed aside some great loot for her to use).

THE IDOL OF RYGNAR

Enter the Chamber of the Lost Idol and talk to Poltahr. He's searching for a prized artifact known as the Rygnar Idol and he needs you to lead him through the dungeon to find it. Access the satchel lying nearby to read his notes before setting off. This tomb resembles The Ruins architecturally, but it contains an entirely new breed of enemies, including two types of elemental guardians: Noxious Guardians and the much stronger Frost Guardians. There are many Dead Plunderers to loot, but the primary goal here is to earn XP and gold. The Rygnar Idol is protected by four Idol Guardians—the aforementioned Frost Guardians. They appear in separate corners. Quickly charge one of the Frost Guardians, then move on to another to avoid being surrounded by all four in the center. Complete the exploration of the Chamber to find the Dungeon Stone or use the Town Portal to return to the Hidden Camp, then use a waypoint to travel to the Stinging Winds.

THE CRUMBLING VAULT

The Crumbling Vault is a large two floor dungeon that contains a number of chests, but many more enemies. Expect to encounter numerous Guardian Towers throughout the ruins. These obelisks spawn a variety of elemental Spiderlings. Attack the Guardian Towers immediately to limit the number of Spiderlings that are summoned into the area. Seek out the portal to the Crumbling Vault Treasure Room within the time allotted to find additional chests and even a Resplendent Chest along with a portal leading back to the Stinging Winds exterior. Only battle those monsters that are truly in your path, or else you may not reach the Treasure Vault in time. This event may occur during the portion of Stinging Winds in the following quest.

THE LOST CARAVAN

Just west of the entrance to the Stinging Winds often lies an area containing the Lost Caravan. The scattered supply crates, barrels, and chests offer plenty of loot, but the caravan has also attracted a host of Fallen to the area, many of whom have been summoned by Beyatt the Reviver, a unique enemy boasting the Electrified, Fast, and Teleporter traits. Beyatt attacks directly with a Charged Bolt that deals Lightning damage, but his primary threat comes in the form of many summoned Fallen. You must focus your attacks on him directly to minimize the number of Fallen that are summoned.

THE RESTLESS SANDS

Sometimes in lieu of the Lost Caravan, you may run into a Necromancer named Mehtan. Speak with him to be presented with this event. Activate the two Necromancer Totems and defeat the Deathly Haunts that attack. Mehtan and his Bone Warrior minions will assist you in the battle. Speak with him after slaying all six of the Deathly Haunts (three from each Necromancer Totem). Several members of the Coven will appear, along with a pair of Vicious Manglers. Kill the lot of them to earn an XP and gold reward. Look in the area of this event for a piece of lore.

The Stinging Winds is a rocky and geographically challenging area that lies between the Black Canyon Mines and the Khasim Outpost. This barren stretch of land has claimed the lives of many a wanderer. The Lost Caravan area you might encounter just west of the entrance, between the two massive outcrops, is grim testimony of this.

The Stinging Winds is also home to a variety of enemies, including some unique monsters that can appear at random. The path to the Khasim Outpost is not far, but there are challenges here. Tread carefully and advance slowly to avoid getting cornered. Don't hesitate to flee beyond the wall to the Black Canyon Mines area if the battle gets too intense.

Continue to the northwest. Locate the winding boardwalk leading up a hill and follow it to find the Khasim Outpost and a waypoint [2].

The center of this area may contain the spilt cargo of an abandoned caravan or perhaps a maze of chasms.

Beware of the dying man named Hadi. His warning of the shaking ground foretells the arrival of the Monstrous Dune Thresher!

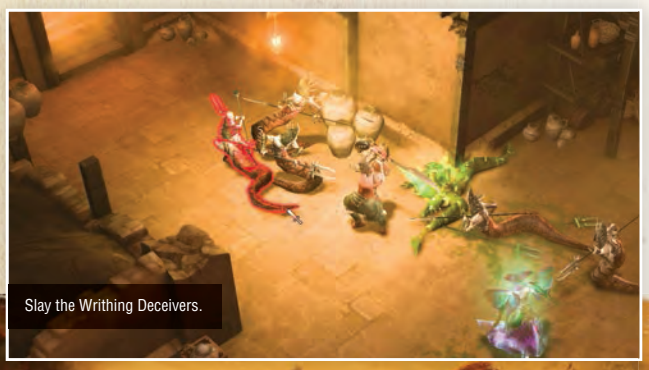
KHASIM OUTPOST

Head past the guards and around the corner. Collect the Guard's Orders document from the chest, then speak with Lieutenant Vachem in the center of the outpost [3]. He thinks you're crazy for trying to pursue Maghda, but says Captain Davyd has the gate key. He's in the nearby Command Post.

Speak to Lieutenant Vachem in the center of the Khasim Outpost, just beyond the guards and other men.

The Command Post is located in the nearby basement. Descend the stairs to find Maghda, along with a number of the Emperor's guard [4] (or so it seems). The aptly-named Writhing Deceivers disable their illusionary cloaks and reveal their true form. Maghda will flee the Command Post, but you'll at least be able to kill her spear-wielding Writhing Deceivers [5]. Vanquish them all, then open the cages to free Captain Davyd and his Iron Wolves [6].

Head back outside to kill the other demons in the area. A number of Serpent Magus and Writhing Deceivers are attacking the people of the outpost [7]. The Serpent Magus possesses a powerful area-of-effect Lightning attack that must be avoided. Focus on the Writhing Deceivers if you're playing as a melee fighter and allow the Iron Wolves to take on the Serpent Magus. Speak with Captain Davyd as soon as victory has been secured. He'll open the gate once and for all—you must get to Alcarnus quickly **[8] Quest Complete.**


Slay the Writhing Deceivers.

Exit the cellar and cut down the Writhing Deceivers and Serpent Magus before they massacre the others.

"There is a sacrifice here, but it is not I.
Your master sent you here as bait to take me from Caldeum."
– Witch Doctor

QUEST

CITY OF BLOOD

OBJECTIVES

1. Travel through Khasim Outpost's east gate.
2. Find Alcarnus.
3. Find the Lair of the Witch in Alcarnus.
4. Kill Maghda.
5. Return to the Hidden Camp.

COMPLETION REWARDS

HERO	GOLD	XP
All Classes	765	6600

**Based on Normal difficulty.*

The Cultists' barricade of the Road to Alcarnus forced the Hero along a detour through the Khasim Outpost. This may have bought Maghda some extra time to prepare, but the Hero's thirst for vengeance grew ever more intense with each scorched step across the desert.

STINGING WINDS (cont.)

THE RESTLESS SANDS

The center of this area is sometimes home to a crumbling village and a man named Mehtan the Necromancer. He tells of spirits trapped within the totems. He believes the Coven will use them for ill intentions and wants you to banish them once and for all. Free them from the southern and northern Necromancer Totems, then set about slaying them. Do not take this fight lightly, as multiple Deathly Haunts are released from each totem and they are of a much higher level than other enemies in the area (Normal difficulty only). Deathly Haunts tend to attack with blade-like appendages and perform swift hit-and-run strikes. Whatever you do, don't release the Deathly Haunts from both totems simultaneously! Talk to Mehtan after killing them, then defend him against the Dark Cultists to receive 480 gold and 1220 XP. Look for Mehtan's Bag and his log nearby.

HADI'S CLAIM MINE

Inspect the central area of the map for possible entrance to this small mining cave. A unique enemy known as the Dervish Lord has taken up residence inside this cavern. This creature packs the Electrified and Extra Health traits. Clear the cave and raise the mine lift in the center to retrieve a hidden chest.

Captain Davyd unlocked a gate leading to another section of the Stinging Winds, one separated from the previous area by a massive chasm [1]. Gradually make your way south while crisscrossing the Stinging Winds desert to gain as much XP and loot as possible.

She's a Charmer

If you decided to assign the Enchantress the Charmed spell, be sure to watch for the spiraling icon above the heads of enemies. This indicates which monster she has charmed into attacking other foes. Don't attack the charmed enemy, as the confused creature will actually fight on your side until the effect wears off.

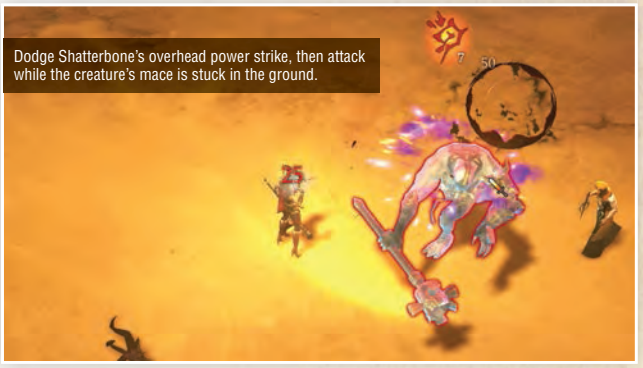
Ranged attackers should split from the Enchantress to strike the enemy from multiple directions.

Be on the lookout for anything out of the ordinary, including a desiccated ship buried in the desert. Rummaging around this ship will likely lure many Fallen Lunatics out of hiding, so be careful. Elsewhere, Crazed Cultists and Pain Mongers will seemingly emerge from the sand to attack. Fend them off and continue to make your way southeast toward the Road to Alcarnus.

Road to Alcarnus

Use the nearby waypoint to return to the blacksmith in Hidden Camp to craft anything you might be able to use. This is a good time to stock up on potions and to see about upgrading the Enchantress' wand either through crafting or via purchase.

Return to the Road to Alcarnus and explore the western portion of the area before heading east. The entrance to Alcarnus is just steps away, right through the gate to be exact, but there are obstacles to overcome [2]. Lure all other enemies away from the beast called Shatterbone and take them out first to have a large supply of health globes available throughout the fight if you need it.


Dodge Shatterbone's overhead power strike, then attack while the creature's mace is stuck in the ground.

Shatterbone

Acolyte of Torment

Shatterbone is a massive Berserker-style enemy with a hefty mace that can be swung horizontally, as well as overhead. Shatterbone packs a lot more health than typical Dark Berserkers due to the Extra Health trait. Although the horizontal attacks are relatively quick-hitting, it's the overhead Berserker Power Hit you must take care to avoid! Watch for Shatterbone to wind up for the attack by raising the mace far behind its head. Dodge to the side to avoid the strike and circle around behind it to attack Shatterbone from the rear. The beast's Berserker Power Hit inflicts 3x standard damage, but it also gets stuck in the sand when it misses. This gives you several seconds to attack without repercussion!

MODE	LVL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	14	1308-1417	1050	Melee, Berserker Power Hit	Extra Health, Frenzy	-
Nightmare	36	44,000-48,000	4000	Melee, Berserker Power Hit	Extra Health, Frenzy	-
Hell	53	694,000-752,000	12,000	Melee, Berserker Power Hit	Extra Health, Frenzy	-
Inferno	61	3,772,000-4,086,000	16,000	Melee, Berserker Power Hit	Extra Health, Frenzy	-

Alcarnus

New Minions of Hell

Sources of Loot

Torture Barrel
Rarity
★

Tortured Victim
Rarity
★★

Weapon's Crate
Rarity
★★

Dead Villager
Rarity
★★

Iron Wolf Captain's Corpse
Rarity
★★

Chest
Rarity
★★★

Supply Crates
Rarity
★★

Resplendent Chest
Rarity
★★★★

Satchels of Cain
Rarity
★★★★

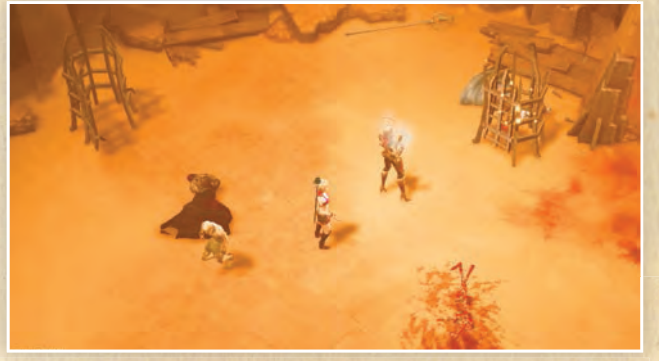
TOWN CELLARS

There are a number of possible cellars you may have access to within Alcarnus, each bearing a name like Alcarnus Cellar, Town Cellar, and Sandy Cellar. These areas often contain caged prisoners (see Bonus Quest), a handful of enemies, and maybe a Resplendent Chest or number of Torture Barrels. You'll often encounter Dead Vessels, Crazed Summoners, Frenzied Hellions, and perhaps a Subjugated, too. The cellars are quite small and well worth the time it takes to clear them of enemies.

Continue across the bridge into Alcarnus. Maghda isn't far, but she's got this town very well protected. It's important to proceed slowly and lure enemies away from their cohorts in an attempt to divide and conquer. Fight your way eastward past the cellars along the southern part of the town. Use the buildings to your advantage and keep them between the Hero and magic-casting enemies. Focus your attacks on the Crazed Summoners to avoid facing a dangerous number of Frenzied Hellions.

Bonus
SAVE 8 PRISONERS

The Coven hasn't yet killed all of the refugees; they've left many to rot an agonizing death within narrow cages that don't even contain enough room for the prisoner to sit. There are many caged prisoners scattered throughout the southern end of Alcarnus, including in the cellars. They are located in random locations and marked on the mini-map. Free at least eight of them to complete this bonus quest and receive extra gold and XP.



Fight your way east across town, then up the stairs to the north where several groups of Crazed Summoners and Corrupt Vessels stand in ritualistic circles. Attack the Corrupt Vessels before they can be transformed into Tormented Thralls. Focus on the Crazed Summoners next as their Frenzied Hellions and fireball magic can wear you down quickly. Don't be afraid to retreat to the southern part of town to heal. This also gives you the chance to funnel enemies down the stairs and make them easier for melee Heroes to handle.

Target the Corrupt Vessels first, then set about fighting the Deranged Cultists and Crazed Summoners.

The Lair of the Witch is found in the northeast corner of Alcarnus [3]. Use the Town Portal to return to Hidden Camp and Caldeum Bazaar to stock up on potions before entering the area. The battle with Maghda will be much easier if your equipment is in good condition and you have enough potions [4].

Tortured Coven Minion

Look for the Tortured Coven Minion that may be near the entrance to the Lair of the Witch to find the "Missive to Maghda, Part 2" lore, if you haven't already.

LAIR OF THE WITCH

MAGHDA

LEADER OF THE COVEN

Maghda: "When I joined the Coven, it was weak and idle. The leaders were content to do nothing while the Prime Evils were imprisoned. I convinced another witch to help me poison them and together we took control. She… left some years later, but I continued, bringing the Coven to glory under Lord Belial."

MODE	LEVEL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	17	2944-3312	2400	Punish, Moth Dust, Summoning Ritual, Teleport, Maghda's Mask, Forcefield	-	-
Nightmare	36	89,984-101,233	9200	Punish, Moth Dust, Summoning Ritual, Teleport, Maghda's Mask, Forcefield	-	-
Hell	55	1,309,000-1,472,000	26,000	Punish, Moth Dust, Summoning Ritual, Teleport, Maghda's Mask, Forcefield	-	-
Inferno	62	7,868,960-8,852,580	32,000	Punish, Moth Dust, Summoning Ritual, Teleport, Maghda's Mask, Forcefield	-	-

Maghda is done running and is finally ready to stand and fight, but don't think for a second she's going to do it alone. The battle begins with her summoning five Dark Cultists into the Lair of the Witch. Strike these minions down quickly, then set to attacking Maghda personally.

This servant of Belial has numerous abilities and attacks, but no elemental resistances or special traits. Maghda will summon Berserker pets (Thralls of Maghda) into the arena three at a time throughout the battle. Attack them only when necessary and focus on Maghda. Her gauntlets are inset with Teeth of Diablo, which allow her to buff the Thralls of Maghda she summons—indeed, they're slightly harder to kill than standard Berserkers.

Many of Maghda's attacks incorporate her dominion over the moth and other insects. If Maghda is attacked at close range, she will open her mouth and spew a swarm of tiny moths known as Moth Dust. This attack deals periodic damage for as long as the Hero is caught in the cloud. She'll also throw an energized cloud of moths at those who oppose her from afar. This attack, Punish, has no effect on her Thrall of Maghda pets.

Maghda will teleport around the arena throughout the battle, particularly after sustaining heavy damage. She'll vanish for several seconds during her teleportation—use this time to attack the Thralls of Maghda and collect any available health globes.

The most difficult aspect of this battle comes when she activates her Forcefield. She'll do this at random points and is completely immune to all attacks once the Forcefield is active—there is nothing you can do to hurt her. The only way to dislodge her from this shield is to defeat all of the summoned Thralls of Maghda. As luck would have it, she often burdens the Hero with Maghda's Mask after activating the Forcefield. This mask attracts the Thralls of Maghda and makes them target the Hero for 25 seconds. Slay the Thralls of Maghda, then unleash your most potent attacks to kill Maghda.

Use the Town Portal to return to Hidden Camp where Tyrael awaits [5]. Tyrael confirms what Maghda had taunted you with: that while you were away hunting Maghda, Belial has kidnapped Leah. Without Leah, only Asheara can help you enter the city. You'll need to find her right away. **Quest Complete.**

MINOR OBJECTIVE REWARD

GOLD: - **XP:** 6600

CALDEUM

QUEST

A ROYAL AUDIENCE

OBJECTIVES

1. Talk to Asheara at the Gates of Caldeum.
2. Talk to Asheara to enter the Imperial Palace.
3. Kill the demons in the Imperial Palace.
4. Escape the Imperial Palace.
5. Destroy the four Demon Summoners.
6. Escape to the Sewers of Caldeum.

COMPLETION REWARDS

HERO	GOLD	XP
All Classes	260	1875

**Based on Normal difficulty.*

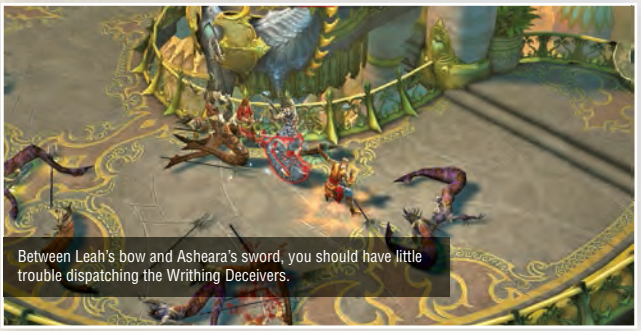
Belial has used his Writhing Deceivers to pose as Imperial Guards and fill the boy emperor with lies, not only concerning their allegiance, but also of the events at Khasim Outpost and Leah's arrest in the sewers. Now it's up to Asheara to gain entry beyond the city gates and lead the Hero to the emperor before it's too late.

CITY OF CALDEUM

Descend to Caldeum Bazaar and speak with Asheara near the bridge leading to the city gates. Asheara is eager to discuss the urgency of the situation [1]. She'll convince Captain Ravan to let the two of you pass, but he's certain the Emperor won't be very receptive. Cross the bridge after her and speak with her again [2]. She'll lead the Hero through the city and onward to the Imperial Palace.

Captain Ravan and the Imperial Guard have their hands full keeping the refugees from entering the city center.

The child Emperor has been convinced by the impostor Imperial Guard that the Hero is responsible for the slaughtered innocents at Khasim Outpost. Leah is marched in to the Imperial Palace and the guards are ordered to kill all three visitors. It's only after the Emperor leaves the room that the Writhing Deceivers reveal themselves. Leah bursts free from her shackles with the same awesome power she showed back in New Tristram. Join forces with Leah and Asheara and kill the Writhing Deceivers in the palace [3].



Between Leah's bow and Asheara's sword, you should have little trouble dispatching the Writhing Deceivers.

Asheara agrees to hang back and cover your escape. Follow Leah back through City of Caldeum to the entrance to the sewers. The path is straightforward—there are no forks or confusing intersections where you might run astray—but it's crawling with dozens of Writhing Deceivers and Serpent Magus. Fight your way southward along the walkway with Leah to escape the Imperial Palace [4].

The road bends to the east where a large contingent of enemies is guarding four Demon Summoners. Numerous Serpent Magus start to attack and more will continue to appear until you defeat the Demon Summoners [5]. Destroy them quickly; otherwise, you could find yourself facing off against a dozen or more Serpent Magus at once!

Keep your distance from the Serpent Magus, especially as they begin to spread out and cover more area with overlapping Lightning fields. Strike the Writhing Deceivers that get directly in your way.

Let Leah focus on taking out the Serpent Magus. Stay clear of their circular Lightning attack and focus on the Demon Summoners.

Furious Charge Ahead

The Barbarian's Furious Charge is good for knocking the Serpent Magus aside and interrupting the chant that powers their circular Lightning attack. Furious Charge generates plenty of Fury, too; consider following it up with a Hammer of the Ancients attack to let those snakemen know who they're messing with!

Continue around the perimeter of the city and down the stairs toward the sewer entrance where many more enemies lurk. Kill the Writhing Deceivers and Serpent Magus from atop the stairs, gradually inching your way down the steps to get the attention of just a couple enemies, then fleeing back out of sight to pull only a few at a time after you. Ranged attackers like the Demon Hunter and Wizard can use the elevation of the stairs to their advantage. Access the Sewers of Caldeum via the circular grate [6]

Quest Complete.

QUEST GUIDE

QUEST

UNEXPECTED ALLIES

OBJECTIVES

1. Find the Wretched Pit.
2. Kill the snakemen guarding Adria.
3. Talk to Adria in the Wretched Pit.
4. Talk to Adria in the Hidden Camp.

COMPLETION REWARDS

HERO	GOLD	XP
All Classes	530	5200

**Based on Normal difficulty.*

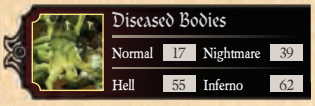
Leah and the Hero flee Belial's hellspawn by escaping to the Sewers of Caldeum. There, Leah reveals she has learned that her mother, Adria, is alive. She believes Adria is being held in the Sewers of Caldeum.

DUNGEON

SEWERS OF CALDEUM

The Sewers of Caldeum—this section at least—is just two levels in size, the deeper tier consisting of a single room called the Wretched Pit. Navigating the Sewers of Caldeum will not be difficult, but there are many poisonous creatures. Although there is some loot to be had, there are also several objects, both organic and architectural, that spawn enemies when you interact with them, so think carefully before you poke at something unfamiliar.

MINIONS OF HELL



SOURCES OF LOOT

Bloated Corpse
Rarity ★

Barrel
Rarity ★

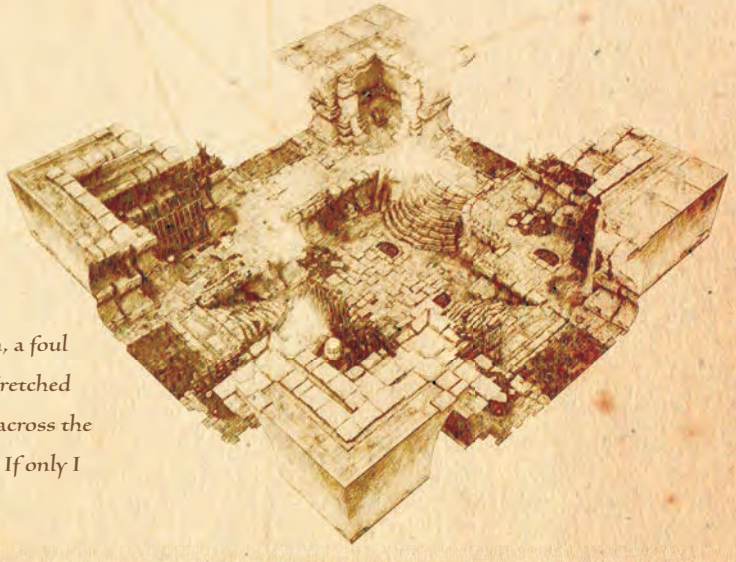
Rat Nest
Rarity ★★

Chest
Rarity ★★★

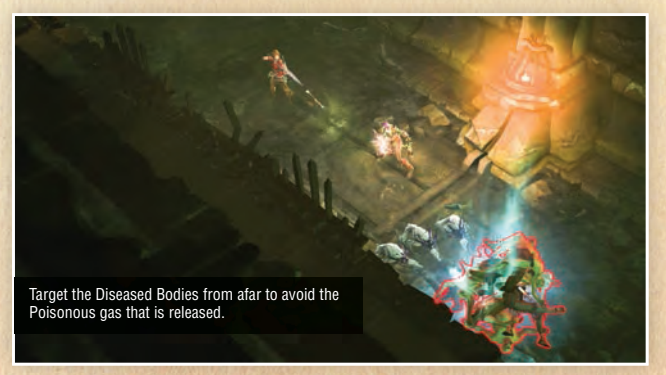
Resplendent Chest
Rarity ★★★★

AN EXPLORER'S JOURNAL

I gamely fended off the Betrayed with one hand, all the while trying to plug my nose with the other. The smell of bloated corpses and rat nests nearly dropped me to a gut-wrenching crawl, but I continued on toward the flashing light in the distance. The arrow-straight sewage channel led me to a pit in the center of an intersection, a foul trench containing numerous Serpent Magus. This area is called the Wretched Pit, and for good reason. The Serpent Magus spread its lightning arc across the entirety of the pit as I stood above, awaiting an opportunity to strike. If only I had a ranged attack or spell to lob down at it!



SEWERS OF CALDEUM


Target the Diseased Bodies from afar to avoid the Poisonous gas that is released.

Speak with Leah at the base of the ladder to hear what she's learned about Adria, her mother. Leah believes Adria is being held within a corner of the sewers known as the Wretched Pit. The entrance could be anywhere in this randomly-generated dungeon. One thing for certain is that having some level of Poison resistance will certainly come in handy. Diseased Bodies spawn a type of undead known as the Betrayed, which are highly toxic and explode on death, leaving a poisonous green cloud.

Beware of the Sandlings that leap from the sewer drains. They're weak and typically run away, but they can be a nuisance in large numbers. Leah often targets the bricks surrounding the grate to collapse it, which triggers the arrival of the Sandlings. Similarly, poking at Bloated Corpses often dislodges a Stinging Swarm.

The Sewers are not particularly large and typically consist of several lengthy corridors, each with a couple of short dead-end protrusions. Explore the area fully, but be careful what you—and Leah—interact with, as disturbing too many sewer pipes, Diseased Bodies, and Bloated Corpses can pose a problem. The enemies that appear in this area tend to either be dominated by skeletons (Bone Warriors, Skeletal Sentries, Noxious Guardians) or primarily snakemen (Writhing Deceivers and Serpent Magus). Battle your way through the Sewers and climb a ladder to enter the Wretched Pit [1].

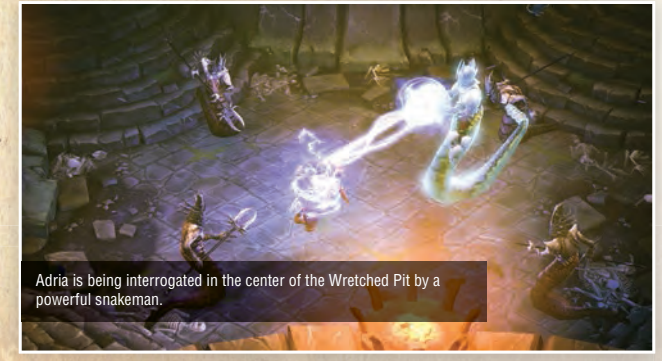
Ranged attacks and Summoned Zombie Dogs help the Witch Doctor stay clear of the Serpent Magus' lightning attack.

Falling Rafters

Be on the lookout for a sudden collapse of the ceiling boards. Small squads of Bone Warriors often drop in to attack from above and can catch inattentive Heroes off guard.

WRETCHED PIT

The Hero and Leah arrive in time to see a number of snakemen holding Adria hostage. Their leader, Goz'turr the Torturer, is hard at work trying to extract information about the Black Soulstone from Adria, but so far she hasn't divulged any secrets. How much does she know?

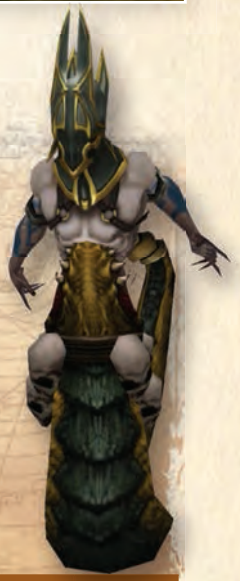


Adria is being interrogated in the center of the Wretched Pit by a powerful snakeman.

Fight your way past the Writhing Deceivers. Adria breaks free from her magical binds and helps you defeat Goz'turr the Torturer [2]. The Wretched Pit is a large room with a cross-shaped depression in the center, where Adria is being held. Stay on the upper perimeter during the fight to avoid being surrounded.

Head straight for Goz'turr the Torturer and strike before he Teleports away.

GOZ'TURR THE TORTURER



REAPER OF PAIN

Goz'turr the Torturer is a unique Serpent Magus. He's much larger and is capable of the same Lightning attacks and summons that a Serpent Magus can perform, but his special traits are what you need to take into consideration most. Goz'turr the Torturer can Teleport around the Wretched Pit upon being attacked and is difficult to pin down. Focus your efforts with skills that inflict the highest percentage of weapon damage you can manage to maximize each opportunity. Be on the lookout for Desecrated land and give it a wide berth to avoid taking damage, particularly if there are Writhing Deceivers in the area.

MODE	LVL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	17	1104-1242	1200	Slam, Knockback	Teleporter, Desecrator	-
Nightmare	39	33,000-37,000	4600	Slam, Knockback	Teleporter, Desecrator	-
Hell	55	490,992-552,366	13,000	Slam, Knockback	Teleporter, Desecrator	-
Inferno	62	2,950,860-3,319,717	16,000	Slam, Knockback	Teleporter, Desecrator	-

Kill the last of the Writhing Deceivers and talk to Adria [3]. She will then create a portal leading back to Hidden Camp. Follow her through the portal so that she and Leah can get reacquainted someplace a bit safer [4] **Quest Complete.**

QUEST

BETRAYER OF THE HORADRIM

OBJECTIVES

1. Find the oasis gate in the Flooded Causeway.
2. Talk to Emperor Hakan II in the Flooded Causeway.
3. Find Dahlgur Oasis.
4. Enter the Forgotten Ruins in Dahlgur Oasis.
5. Find Zoltun Kulle's head.
6. Pick up Zoltun Kulle's head.
7. Talk to Adria in the Hidden Camp.

COMPLETION REWARDS

HERO	GOLD	XP
All Classes	810	7425

**Based on Normal difficulty.*

The Black Soulstone isn't as foreign to Leah as Adria might have suspected. Leah read about it in Deckard Cain's journal, but had no idea of the power the Black Soulstone holds. The device was created by the mage Zoltun Kulle, a renegade Horadrim, to trap demonic souls. Zoltun Kulle was dismembered long ago, his head sealed away in the Dahlgur Oasis. The party must retrieve Zoltun Kulle's head and resurrect the dark wizard to activate the Black Soulstone.

FLOODED CAUSEWAY

The only way to reach the Dalghur Oasis is through the Ruined Cistern beyond the Flooded Causeway. Enter Caldeum Bazaar and loop around to the left, past the merchants, to find a sewer entrance that leads down to the Flooded Causeway. This area is home to several of the refugees who have fled to Caldeum in recent days. One refugee, Karla, has some equipment for sale that may prove enticing. You can find her near the oasis gate [1]. Keep your eyes peeled for Cain's Lost Satchel and the lore it contains.

The Flooded Causeway contains more than just refugees. The child emperor has sneaked away to this place in hope of meeting the Hero. Speak with Emperor Hakan II, who not only agrees to help you, but opens the gate for you to continue [2]. Descend the ladder beyond the gate to reach the Ruined Cistern.

Emperor Hakan II will open the gate after you speak with him.

DUNGEON

RUINED CISTERN

The Ruined Cistern is very similar architecturally to that of the main Sewers of Caldeum. It's slightly larger and contains several additional sources of loot, but features many of the same monsters. The tactics employed in the Sewers of Caldeum will serve you well here.

NEW MINIONS OF HELL

SOURCES OF LOOT

Rat Nest
Rarity
★

Bloated Corpse
Rarity
★★

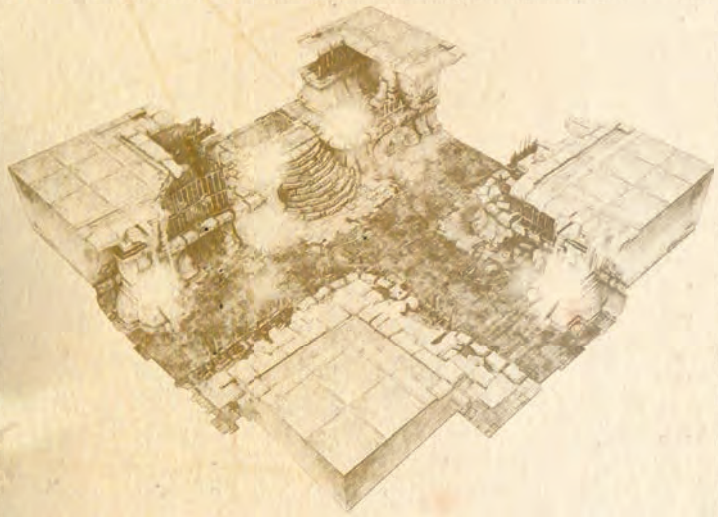
Chest
Rarity
★★★

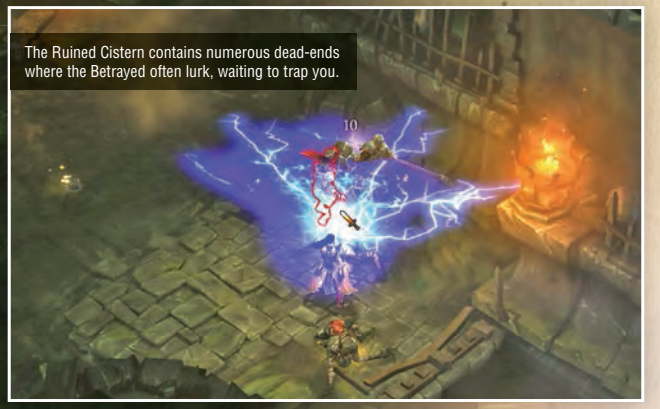
Envoy of Belial
Rarity
★★★

Resplendent Chest
Rarity
★★★★

AN EXPLORER'S JOURNAL

My patience had expired. With each step the putrid water seeped through the lining of my boots, chilled my feet, and soaked my pantlegs. I wanted nothing more than to find the exit to Dahlgur Oasis as quickly as possible. That is, until I started to encounter small sets of stairs near many of the intersecting spillways. Not only did these terraced slabs of stone lead to dry ground, but they were occasionally flanked by a chest. The light from a nearby cauldron illuminated the contents, revealing a most resplendent cache of treasure!




The Ruined Cistern contains numerous dead-ends where the Betrayed often lurk, waiting to trap you.

RUINED CISTERN

This single-level dungeon is prone to containing more loot than the Sewers of Caldeum, along with a Shrine or two. Explore each of its branches to maximize the XP and loot you earn while seeking the ladder leading up to the Path to the Oasis [3]. There's often a Resplendent Chest hidden in the corner of a dead-end, so search thoroughly.

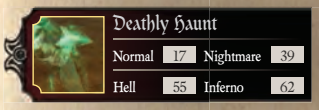
PATH TO THE OASIS

Flowing with water strong enough to turn a paddlewheel, the Dahlgur Oasis is a welcome spectacle for the thirsty traveler. Many men have found fortune and refuge here, but this is no place to let down your guard. The sprawling desert respite is home to several deadly varieties of flora and fauna. Nevertheless, those who brave the darkened sanctuary and explore the full breadth of this hazardous place will be richly rewarded. The Dahlgur Oasis is a prime location to pad one's wealth while gaining a bounty of experience.

NEW MINIONS OF HELL

Dune Dervish
Normal 18 Nightmare 39
Hell 55 Inferno 62

Gore Harrier
Normal 21 Nightmare 42
Hell 55 Inferno 62


Deathly Haunt
Normal 17 Nightmare 39
Hell 55 Inferno 62

Shock Guardian
Normal 17 Nightmare 39
Hell 55 Inferno 62

Rockworm
Normal 17 Nightmare 39
Hell 55 Inferno 62

Webspitter Spider
Normal 20 Nightmare 41
Hell 56 Inferno 62

Vile Swarm
Normal 19 Nightmare 40
Hell 55 Inferno 62

Chilling Construct
Normal 20 Nightmare 41
Hell 56 Inferno 62

Winged Molok
Normal 18 Nightmare 39
Hell 55 Inferno 62

SOURCES OF LOOT

Barrel
Rarity ★

Rock Pile
Rarity ★

Dead Villager
Rarity ★★

Dead Iron Wolf
Rarity ★★

Dead Adventurer
Rarity ★★

Well Lift
Rarity ★★★

Resplendent Chest
Rarity ★★★★

Keepsake Box
Rarity ★★★★

Defiled Bones
Rarity ★

Bone Pile
Rarity ★★

Rat Nest
Rarity ★★

Bloated Corpse
Rarity ★★

Chest
Rarity ★★★

Cain's Lost Satchel
Rarity ★★★

Envoy of Belial
Rarity ★★★★★

QUEST CONTINUED

BETRAYER OF THE HORADRIM

PATH TO THE OASIS

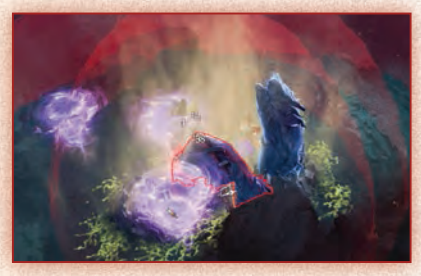
The path leads from the spillway exit up a short path to the Dahlgur Oasis. Although it has its own waypoint, the path itself occupies a very small area and is little more than the mere trail its name suggests. The main Dahlgur Oasis begins steps ahead. Keep an eye out for Cain's Lost Satchel—it contains another piece of lore.

The Path to the Oasis has but a waypoint.

DAHLGUR OASIS

You can find a number of random sub-areas in the Dahlgur Oasis. We describe several of them below. You may also encounter the Tomb of Sardar and a Ransacked Cellar.

ANCIENT CAVE



This sprawling two-level cave is as potentially rewarding as it is dangerous. The Ancient Cave is home to the deadly Webspitter Spider, Brood Hatchling, Rockworm, and Savage Flyer, among other enemies. Its very narrow passages are prime locations for Rare Webspitter Spiders to trap you. Be extra careful of their web spit, which slows the Hero dramatically. Webspitter Spiders circle their prey after snaring them in the webbing, unlike the earlier-encountered Arachnid Horrors that lunge straight at you. The Webspitters expect you to back away in the opposite direction and they'll circle around the webbing to get you while you're slowed. You may also encounter Vile Swarms, Electric Eels, and Chilled Constructs. Come prepared for a difficult battle, as many of these enemies range from levels 17 to 20 (Normal difficulty).

PRISONERS OF KAMYR

You may encounter several villagers tied to posts during your travels. Rescue one of these Captive Prisoners to initiate the event, then free the other three. There are four Captive Prisoners total, including the one you rescued to start the event. Two are located on the upper ledge and two more down below. Don't rush to save them, as there are numerous Fallen in the area, led by an army of Fallen Overseers. Defeat the Fallen, then tend to the Captive Prisoners. The Hero earns a fair bit of gold and XP for the trouble. It's also possible to encounter a single prisoner by the name of Mikal, who hands over a valuable weapon as a sign of his appreciation. Either way, a Hero should always assist those who ask for help.

THIRST FOR SALVATION

Not all piles of Defiled Bones are the same. Investigating one of the slightly different Bone Piles triggers the emergence of a large army of Cursed Pilgrims. These Bone Warriors attack with swords as retribution for disturbing their burial ground. Their leader, a Horror named Fezuul, packs Extra Health and Knockback and will soon appear to join the fray. Finish them off to collect the spoils, gold, and XP, but beware the Blood Childs (unique Corpse Worms) that emerge from Fezuul's ruptured belly as he's slain.

MYSTERIOUS CAVE

Listen for the sounds of a man begging for mercy and set to killing the Deathly Haunts that so terrorize him. The man goes by the name Zaven the Alchemist. He was searching for trinkets in the nearby cave, but decided against it upon seeing the dangers that lurk in this area. He'll open the Mysterious Cave and also avail his shop to you—he sells Miscellaneous items. The Mysterious Cave is a two-level watery, subterranean area that contains multiple Resplendent Chests, but is crawling with Skeletal Rangers and Shock Guardians, among other nasty enemies.

ROTTING, SWAMPY, STORM CELLARS

The Dahlgur Oasis contains many cellars you might find, each of which is small, dangerous, and contains either grateful villagers or a merchant happy to sell you his wares. It's common to encounter Writhing Deceivers in the Rotting Cellar and Swampy Cellar—kill them to save Javad the Merchant or the villagers, respectively. The Storm Cellar often contains numerous Fallen harassing Lugo the Miner. Save him from their demonic torments, then browse his impressive assortment of weapons and armor. Despite the name of the cellar, it's always worth checking it out.

THE LOST TREASURE OF KHAN DAKAB

It's not unheard of to encounter a stone-lined spring in the center of the oasis. Search for a Resplendent Chest en route to the two wheels that flank a central aqueduct. Turn these wheels (one will likely summon a Rare enemy) to open the heavy stone door that seals the entrance to the Tomb of Khan Dakab. Locate and operate a lever to open the door to the treasure vault. Upon opening the Resplendent Chest in the center of the vault, the Spirit of Khan Dakab is summoned with four other Grim Wraiths to fend you off. Defeat these creatures and enjoy the spoils.

FLOODED CAVE

This two-level watery cave is home to numerous Webspitter Spiders, Rockworms, and Winged Moloks. Many of its passages are quite narrow, making skills that strike multiple enemies in a line quite effective. You're likely to find a wealth of loot and gold inside a Resplendent Chest deep inside this optional cave. Just beware of any elite Rockworms, especially those that appear in packs.

The Dahlgur Oasis widens away from the Overgrown Path to include numerous encampments, forts, and water wheels. The desert travelers who long ago came to this oasis for refuge from the searing sand had erected a number of elevated structures, perhaps as a defense from the poisonous vegetation indigenous to the area. These toxic plants burst as you draw near, releasing a large cloud of deadly pollen with a wide area-of-effect.

The large bulbous plants that line the oasis release a wide-ranging burst of toxic pollen.

Poisonous flora isn't the only threat to the Hero in the oasis. There are also several traps that, when deployed incorrectly, can be as hazardous to the Hero as the enemies they're intended to damage. It's possible to collapse the large rock walls down onto enemies to stun and damage them. Even more lethal are the bottles of lantern oil scattered throughout the oasis, often atop barrels. It's best to target these red-glowing objects from afar as they have a short fuse and can engulf melee fighters in a ball of flames before they can get away. Hit them with a ranged attack as enemies pass by.

Lure enemies toward a glowing lantern, then detonate the lamp to stun and set your foes aflame.

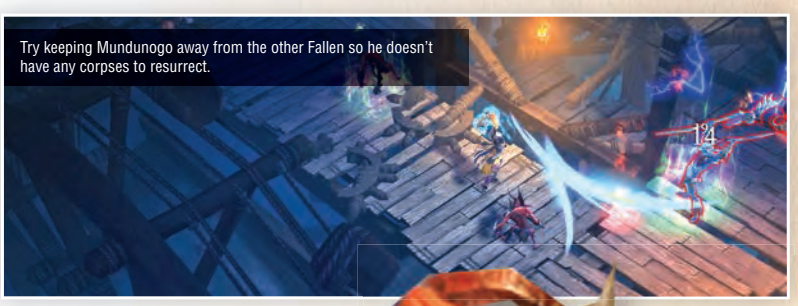
The entrance to the Forgotten Ruins may not be far from the Path to the Oasis, but you should still explore the entire Dahlgur Oasis before moving on with the objective. There are several dangerous enemies in this area, but also many possible sub-events and caves.

The Hero will be well-served by plumbing the depths of the Ancient Cave, which is commonly present. Take your time and squeeze every last drop of XP out of this area before entering the Forgotten Ruins.

Of the new enemies you'll encounter in the Dahlgur Oasis, the Dune Dervish and Gore Harrier pose the greatest threat. The Dune Dervish is a spinning enemy that, in addition to Lightning-infused slicing damage, also inflicts the Slow status on those caught within the radius of its rotating blades—definitely attack this foe from afar! The Gore Harriers, in contrast, sometimes fly overhead and wait for their prey to appear distracted before swooping in for the attack. Watch their shadows closely!

Melee fighters should stand back and wait for the Dune Dervishes to stop twirling before moving in to attack.

The center of the Dahlgur Oasis is dominated by an elaborate water wheel and scaffolding. The many ramps and boardwalks that crisscross the structure ultimately lead to a Resplendent Chest guarded by a unique Fallen Shaman by the name of Mundunogo. Although it's not necessary to kill Mundunogo to collect the nearby loot, it's certainly much easier to gather it all up once he's out of the picture.


Try keeping Mundunogo away from the other Fallen so he doesn't have any corpses to resurrect.

MUNDUNOGO*

BAD MEDICINE CHIEFTAIN

While you're in this area, there's chance you may encounter a Unique Bad Medicine Chieftain named Mundunogo. This monster isn't like normal Fallen Shaman, since he has the ability to both Teleport and launch Fireballs. Try luring him onto the narrow section of the platform where he has limited areas to Teleport away to and fewer enemies to resurrect. He'll fight to guard the Resplendent Chest, making it possible to keep him relatively close by. Strike quickly when he's visible, then focus on killing any other nearby Fallen during Mundunogo's Teleportation. Leave the health globes for when you truly need them. It can be tough for melee fighters to avoid his Fireball attacks (or to keep up with his Teleportation) but it's imperative that you don't spend too much energy fighting the other Fallen, as Mundunogo will only resurrect them anyway.

MODE	LVL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	13	910-1001	1000	Fireballs, Resurrect Fallen	Teleporter, Extra Health	-
Nightmare	35	31,000-35,000	3800	Fireballs, Resurrect Fallen	Teleporter, Extra Health	-
Hell	53	579,000-637,000	12,000	Fireballs, Resurrect Fallen	Teleporter, Extra Health	-
Inferno	61	3,143,000-3,457,000	16,000	Fireballs, Resurrect Fallen	Teleporter, Extra Health	-

** Unlike other Uniques that we highlight in the Quest Guide, this creature only appears randomly.*

Strengthen your Hero and stock up on additional potions before returning to the entrance to the Forgotten Ruins [4].

Hot-Footed Monks

The Monk typically gets good and close to his enemies during combat, and this poses a special problem with Molten foes. The Retribution skill will help protect against direct contact, but don't forget about the Molten explosion after killing the enemy! This can be particularly lethal if the Monk is distracted by other nearby enemies.

QUEST GUIDE

DUNGEON

FORGOTTEN RUINS

Home to the Ancient Guardian, set to guard the head of Zoltun Kulle, the Forgotten Ruins lie in a state of disrepair. Windblown sand dusts the floors and gathers in dunes wherever a column or altar still stands. This single-floor tomb is home to many of the enemies encountered in similarly-styled dungeons of the Stinging Winds.

NEW MINIONS OF HELL

Dust Imp
Normal 17 Nightmare 39
Hell 55 Inferno 62

Blazing Guardian
Normal 20 Nightmare 41
Hell 56 Inferno 62

SOURCES OF LOOT

Weapon Rack
Rarity ★★

Ancient Tomes
Rarity ★★

Hunter's Journal
Rarity ★★★

Resplendent Chest
Rarity ★★★★

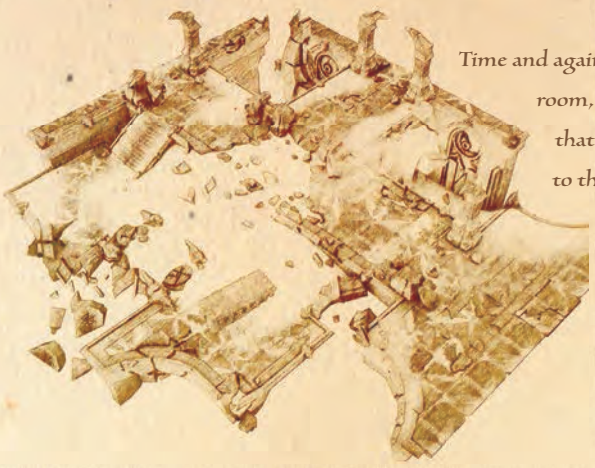
Ceremonial Table
Rarity ★★

Dead Villager
Rarity ★★

Chest
Rarity ★★★

AN EXPLORER'S JOURNAL

I forged ahead, deeper into the Forgotten Ruins, across a narrow walkway toward a pair of stone columns in the distance. Though cracked and missing their caps, these mighty sandstone towers stood as solid as the day they were built. And they served me well. The area beyond was crawling with Blazing Guardians and Dust Imps; I couldn't risk being surrounded! I advanced just enough to get their attention, then fell back, leading them one by one through the narrow opening where I then struck them down. I paused to collect my thoughts, then brought the full heft of my weapon down atop the final enemy.



Time and again I had descended a set of stairs in hopes of crossing over to the adjacent room, only to be met by a massive pile of sand and rubble. My instincts told me that this mountain of debris was impassable, despite my map's indications to the contrary. Alas, I eventually stumbled up the pile while battling a pair of Bone Warriors and realized the sand was not as soft as I had feared. I continued the ascent and quickly reached the area I was searching for. After all these years, the map was still accurate!

The Forgotten Ruins are similar in both architecture and enemy composition to The Ruins found in the Stinging Winds. There are a number of enemy types you might encounter, but the Shock and Blazing Guardians, along with the Guardian Towers, pose the biggest threat. The skeletal guardians not only attack with their corresponding element, but also summon Bone Warriors to fight alongside them. Meanwhile, the Guardian Towers conjure all manner of elemental Spiderlings to swarm after the Hero. It's imperative that you destroy these Guardian Towers quickly.

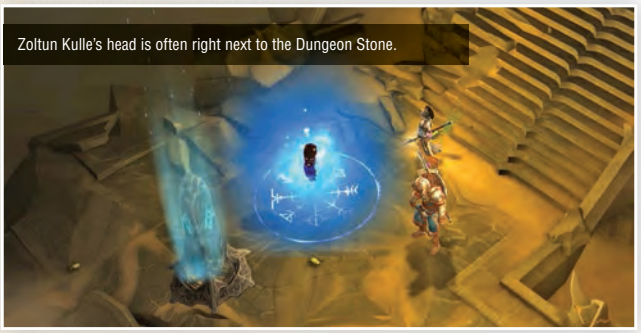
Ignore the Spiderlings as they're spawned and rush the Tower Guardian at once!

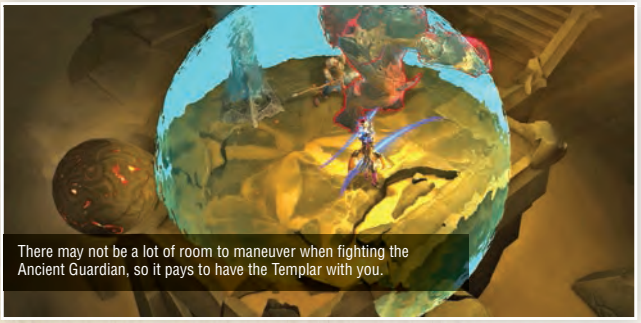
Piles of sand and narrow collapsed ledges can also be traversed.

A Deadly Combination

Be extremely careful around any enemies with both Frozen and Desecration traits, as even Dust Imps with this combination can bring you down in a hurry. Whatever you do, don't allow yourself to be surrounded!

Locating Zoltun Kulle's head is simply a matter of exploring the entire Forgotten Ruins, as it is likely located near the Dungeon Stone **[5]**. Lay claim to Zoltun Kulle's head and either quickly use the Dungeon Stone (if it's nearby) or engage the Ancient Guardian in battle **[6]**. Once outside, use the Town Portal or the nearby waypoint to return to Hidden Camp and talk with Adria **[7] Quest Complete.**


Zoltun Kulle's head is often right next to the Dungeon Stone.


There may not be a lot of room to maneuver when fighting the Ancient Guardian, so it pays to have the Templar with you.

ANCIENT GUARDIAN

HORADRIC MAGE CONSTRUCT

The Ancient Guardian is a unique Sand Dweller that has both Knockback and Extra Health. It attacks with short melee swings and moves slowly, but its reach is considerable. Employ hit and run tactics to stay out of harm's way and utilize any skills and runes available to stun or slow the enemy further. Attack with your best single-target DPS strikes and lead the Ancient Guardian back away from where you found Zoltun Kulle's head if you need to buy time to allow Life to regenerate or a potion to cooldown.

MODE	LVL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	19	5100-5355	325	Melee	Knockback, Extra Health	-
Nightmare	40	128,000-135,000	1200	Melee	Knockback, Extra Health	-
Hell	55	1,636,000-1,718,000	3250	Melee	Knockback, Extra Health	-
Inferno	62	9,836,000-10,328,000	4000	Melee	Knockback, Extra Health	-

QUEST GUIDE

QUEST

BLOOD AND SAND

OBJECTIVES

1. Enter the Ancient Waterway in the Dahlgur Oasis.
2. Pull the Western Flow Control lever.
3. Pull the Eastern Flow Control lever.
4. Open the entrance to the Waterlogged Passage.
5. Enter the Waterlogged Passage from the Ancient Waterway.
6. Kill the Betrayed.
7. Break the Talking Barrel.
8. Talk to Covetous Shen.
9. Find the Crucible in the Hidden Aqueducts.
10. Kill Gavin the Thief.
11. Pick up the Crucible.
12. Go to the Ancient Path.
13. Get the Blood Of Zoltun Kulle from the Cave of the Betrayer.
14. Get the Blood of Zoltun Kulle from the Vault of the Assassin.

COMPLETION REWARDS

HERO	GOLD	XP
All Classes	825	7700

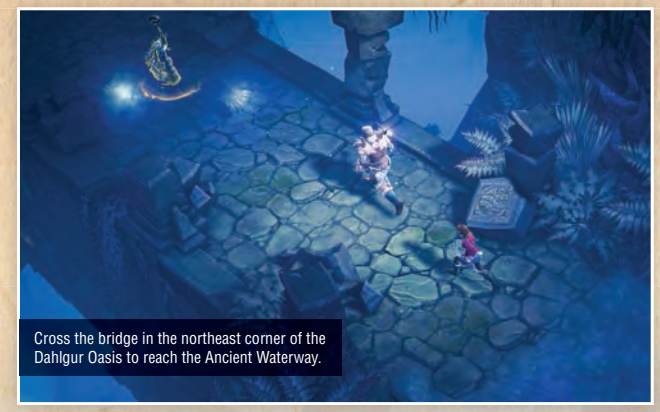
**Based on Normal difficulty.*

Retrieving the head of Zoltun Kulle has made it possible to resurrect the dismembered wizard. Now he wants to bargain. He'll activate the Black Soulstone and aid in the goal of trapping the remaining Prime Evils within it, but only if you retrieve his blood from the Desolate Sands and fully bring him back to life.

Dahlgur Oasis

Speaking to Adria and Zoltun Kulle's spirit in the Hidden Camp reveals that Zoltun Kulle wants to be made whole again. It's a risky proposition, but one in which you must place your faith. Get his blood from the hands of the Horadric constructs and bring him back from the dead. Nobody trusts Kulle, but it's the only way to have a shot at trapping the remaining Lords of Evil. Fortunately, Leah comes along for the journey.

Gear up for this lengthy quest at Caldeum Bazaar and use the Hidden Camp's waypoint to return to Dahlgur Oasis. Fight your way across the bridge in the northeast corner to reach the Aqueducts **[1]**. The spirit of Zoltun Kulle, never far behind, will open the gate for you.



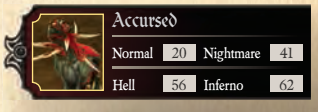
Cross the bridge in the northeast corner of the Dahlgur Oasis to reach the Ancient Waterway.

DUNGEON

Ancient Waterway

The Ancient Waterway leads from the Dahlgur Oasis to the arid wasteland known as the Desolate Sands. The path, a relic of a time long past, has been sealed away beneath a waterfall. The only way to reach the Hidden Aqueducts that lead to the Desolate Sands is to first find and pull both of the levers that turn off the flowing water. Only then can the Hero brave the underground waterways in hopes of reaching the most barren stretch of land this side of Lut Gholein.

Minions of Hell



Accursed

Normal	20	Nightmare	41
Hell	56	Inferno	62

Desert Hornet

Normal	20	Nightmare	41
Hell	56	Inferno	62

Blood Nest

Normal	19	Nightmare	40
Hell	55	Inferno	62

Winged Molok

Normal	18	Nightmare	39
Hell	55	Inferno	62

Vicious Ghoul

Normal	14	Nightmare	36
Hell	53	Inferno	61

Hungerer

Normal	11	Nightmare	34
Hell	52	Inferno	61

Sources of Loot

Barrel
Rarity ★

Bloated Corpse
Rarity ★★

Dead Adventurer
Rarity ★★

Unusual Chest
Rarity ★★

Chest
Rarity ★★★

Hunter's Journal
Rarity ★★★

Satchel
Rarity ★★★

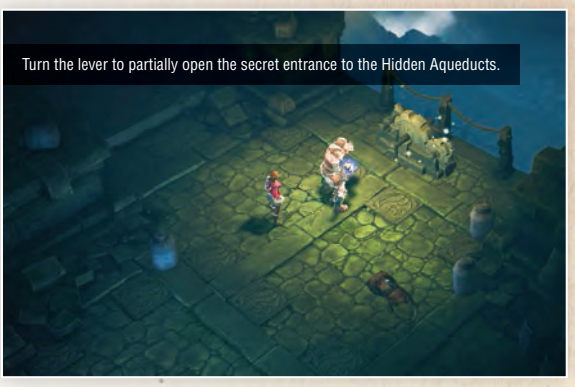
Resplendent Chest
Rarity ★★★★

Emperor's Greeting

Emperor Hakan II awaits the Hero and Leah inside the Ancient Waterway; he thinks he has uncovered the identity of Belial. The duo must hurry and release the levers in the Western and Eastern Channel to reveal the secret entrance to the Hidden Aqueducts.

WESTERN CHANNEL

The Western Channel consists of a few narrow passages, most of which end abruptly at a dead-end not far beyond their junction with the main corridor. It's possible to collapse a support beam to topple a wall. You can also strike the larger rack holding the wooden water barrels to topple them as a trap. This can be effective against large groups of Bone Warriors and the Skeletal Sentries you're likely to encounter.


Turn the lever to partially open the secret entrance to the Hidden Aqueducts.

Continue to the Western Flow Control room and pull the lever connected to the gears [2]. This not only helps to reveal the secret entrance you seek, but also opens a set of stairs leading directly to the Eastern Channel.

EASTERN CHANNEL

The Eastern Channel often contains more treasure, as well as a greater number of enemies. Watch out for Stinging Swarms that emerge from the Bloated Corpses and keep a safe distance from the Desert Hornets. Make your way toward the Eastern Flow Control room. Once there, pull the lever and return to the Ancient Waterway central entrance area and Emperor Hakan II [3].

Now with both levers pulled and the Hidden Aqueducts reachable, you can continue toward the Desolate Sands where Kulle's blood is being stored [4].

MINOR OBJECTIVE REWARD

GOLD: 265 **XP:** 1950

WATERLOGGED PASSAGE

Descend the steps to the Waterlogged Passage and continue up the path toward the pile of Diseased Bodies and a most peculiar barrel [5], which is featured in a short cinematic**.** The Diseased Bodies yield numerous Betrayed that explode in a suffocating poisonous cloud when killed, so be very careful. The voice calling from within the barrel is begging for your assistance, but you must first kill the Betrayed [6]**.**

Ignore the barrel until all of the Betrayed have been killed.

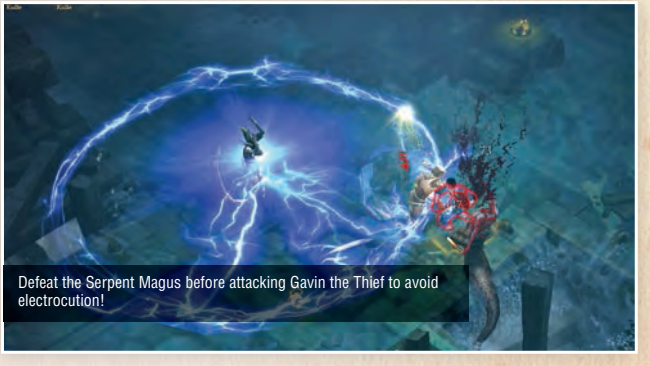
Smash the barrel to free the man trapped inside [7]**.** Talk with Covetous Shen to learn about his search for the Jeweler's Crucible [8]**.** He had hired a guide named Gavin to aid in his search, but Gavin sealed him away in the barrel. Covetous Shen needs your help to search for Gavin and find the Jeweler's Crucible. Lucky for him, you're already heading in that direction. Continue through the cascading water and down the steps to the Hidden Aqeducts.

Deflecting the Sting

The Vile Swarms can inflict a lot of damage by stinging their prey from close range. Being surrounded by multiple Vile Swarms can be positively lethal! This is why it really helps to use a skill that deals damage while enabling you to break free from their grasp.

HIDDEN AQUEDUCTS

The Hidden Aqueducts are likely to contain numerous Serpent Magus, Writhing Deceivers, and Vile Swarms. Try to ignore Covetous Shen's incessant chatter and focus on the enemies and chests you're bound to find along the way. Follow the main path through the Hidden Aqueducts toward the Jeweler's Crucible [9]. Covetous Shen will run off as soon as he spots it. Unfortunately, Gavin the Thief is already there. You have no choice but to kill him to get the Jeweler's Crucible [10].


Defeat the Serpent Magus before attacking Gavin the Thief to avoid electrocution!

GAVIN THE THIEF

Gavin the Thief decided his daily bag of gold wasn't quite enough and opted to keep the Jeweler's Crucible for himself. And if the axe he carried wasn't enough to overcome, he's also been bitten and now carries the Plaguebearer trait. It's best to give Gavin a wide berth and attack with ranged attacks and magic, but melee fighters will likely have no choice but to get close.

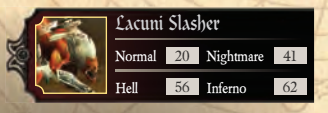
Take out the remaining Serpent Magus first to avoid having to contend with their lightning attacks while battling Gavin. His poisonous plague doesn't inflict significant damage and his axe cannot stand up to the Hero's weaponry. Leah will help from afar, expediting your recovery of the Jeweler's Crucible [11]. Monitor Gavin the Thief's Life bar and back away just as it empties to avoid being caught in the poisonous cloud that is released upon his death.

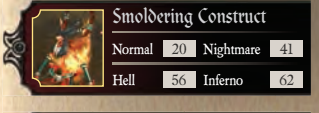
MODE	LVL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	17	1104-1288	1200	Attack	Plaguebearer	-
Nightmare	39	33,000-39,000	4600	Attack	Plaguebearer	-
Hell	55	490,000-572,000	1300	Attack	Plaguebearer	-
Inferno	62	2,950,000-3,442,000	16,000	Attack	Plaguebearer	-

DESOLATE SANDS

The Desolate Sands have long occupied a most frightening corner in the mind of Caldeum's citizenry. Inhospitable, deadly, and barren, this remote plateau in the desert has served as the final resting place of many a criminal. Those who run afoul of the law have been left for dead in this harsh landscape, challenged to survive the tar pits, man-eating Rockworms, and flocks of territorial Bloodhawks. And not a single soul has ever made it back to Caldeum alive.

MINIONS OF HELL





SOURCES OF LOOT

Defiled Bones
Rarity ★

Traveler's Pouch
Rarity ★★★

Dead Villager
Rarity ★★

Stone Pile
Rarity ★

Dead Iron Wolf
Rarity ★★

Dead Villager
Rarity ★★

Ceremonial Table
Rarity ★★★

Chest
Rarity ★★★

Cain's Lost Satchel
Rarity ★★★

Resplendent Chest
Rarity ★★★★

Ancient Bones
Rarity ★★

Egg Sack
Rarity ★★

Forsaken Prisoner
Rarity ★★

Loose Stones
Rarity ★★

Dead Adventurer
Rarity ★★

Bloodhawk Nest
Rarity ★★

Skeletal Remains
Rarity ★★

Envoy of Belial
Rarity ★★★

Zoltun Kulle's Journal
Rarity ★★★

BLOOD AND SAND

Ancient Path

Exit the Hidden Aqueducts to the Ancient Path just beyond the altar where the Jeweler's Crucible was left. Leah and Covetous Shen will both go back to town, Leah to learn the spell needed to restore Kulle's body and Covetous Shen to open his shop in Hidden Camp. Proceed up the path, past the Waypoint to the Desolate Sands **[12]**.

Jeweler Now Available

Return to Hidden Camp via the Town Portal and talk to Covetous Shen. This convinces him to join the caravan as the second artisan. Covetous Shen will use his newfound Jeweler's Crucible to combine three identical gems into one larger one. He can also remove gems from sockets. Unlike the Blacksmith, Covetous Shen does not need any recipes to perform his craft in Normal mode (he does at higher levels), but nonetheless requires training in order to work with larger, more valuable gems.

Desolate Sands

The Desolate Sands are an expansive desert filled with the bones of the massive creatures that roamed these lands eons ago. Endlessly circling Bloodhawks, packs of Desiccated Imps, and marauding members of the Lacuni make travel in these parts a treacherous ordeal. Climb the switchbacking path up to the plateau and set out for the Cave of the Betrayer and Vault of the Assassin.

Pay attention to the mini-map to maintain your bearings. The Desolate Sands are almost shockingly barren and there are few places to take cover from the hellspawn that inhabit this area. Move carefully and take full advantage of any protective abilities you have. It's also a good time to return to Hidden Camp to stock up on potions or to even hire a Follower.

Pay attention to the speed of the enemies giving chase. Lead the faster, weaker foes away and deal with them first!

Cave of Burrowing Horror

Watch for a unique Rockworm to emerge from within a ring of Ancient Bones. Kill the behemoth to gain access to a burrow you can enter! This very challenging cave is filled with Reapers, Charged Stingers, and Murderous Fiends. Brave explorers have the potential to earn a lot of gold, and maybe even a Resplendent Chest. It's a two-level cave with several poisonous threats. The Cave of Burrowing Horror is the only location where you'll encounter the dangerous Reaper, a deadly relative of the Burrowing Leaper. Beware!

VILE CAVERN

This two-level cave is filled with all of the toxic insect larva, eggs, and sacks you would expect to find in a subterranean area with this name. The Webspitter Spiders, Charged Stingers, and Rockworms add to the horror. The cave is a series of narrow corridors leading to larger, open cave rooms lined with Slime Spewers. Advance slowly, as many of the seemingly innocuous holes in the cave's floor can spawn a swarm of Charged Stingers.

Tar Pits

The Desolate Sands are not all sand and stone; there are also large pits of tar. These black pools of oozing carbon aren't deep enough to prove fatal, but they will slow your movement if you attempt to wade through them.

Protect the Nest

Bloodhawks don't like seeing their homes disturbed and will attack en masse if you so much as poke at their nest. There's treasure to be had, but don't say we didn't warn you when these angry creatures descend!

Those who explore the entirety of the Desolate Sands often encounter a spiraling path that descends to a Resplendent Chest. This is every bit the trap the Hero believes it to be. Do not brave this depression without full Life, and ensure that your protective skills aren't awaiting a cooldown to end. Squads of various skeletons and Constructs will likely spawn as you attempt to spiral your way back out after raiding the chest.

When you're ready to resume the main quest, search for the portal and cave entrance in the center of the Desolate Sands. If you head too far north and encounter a bridge leading across a chasm, you've likely gone too far. Return along a southeasterly course.

CAVE OF THE BETRAYER

The Cave of the Betrayer is a two-level area filled with Webspitter Spiders, Rockworms, and Charged Stingers, among other hostile entities. Beware of the Slime Spewers that grow along the walls of the cave, as these toxic nests spew poisonous projectiles at those who pass too close. It's far safer to destroy Slime Spewers from afar or just let them be.

The Cave of the Betrayer often contains a circular section beyond a central path leading to a large ring. Head in either direction around the perimeter and look for chests and Shrines. The entrance to the lower level can be anywhere, so check even the smallest of offshoots.

The lower level of the Cave of the Betrayer may not be quite as large as the upper, but contains just as many Larva Sacks, Slime Spewers, and other hazards as the upper level. Continue toward the Dungeon Stone to find the Blood of Zoltun Kulle **[13]**. Collect the blood only when you're ready for a fight—four Chilling Constructs materialize the moment the blood is disturbed!

The Chilling Constructs launch multiple frozen projectiles that can slow the Hero's movement. They inflict little melee damage, but can fire their projectiles at close to medium range. Either lead them into a group to hit them with an area-of-effect skill or charge them one by one and beat them into submission. It definitely pays to have an ally with you for this fight, particularly if you're playing as the Monk or Wizard. The Witch Doctor would do well to summon a Gargantuan for the fight.

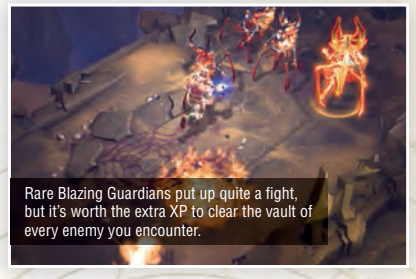
The Barbarian's Weapon Throw skill is particularly useful against Webspitter Spiders and Rockworms.

Four Bone Warriors attack the moment the blood is collected!

VAULT OF THE ASSASSIN

The Vault of the Assassin is a large tomb not unlike the Forgotten Ruins you explored previously. It contains numerous Guardian Towers and their corresponding elemental Spiderlings, but also many Blazing Guardians and various skeletons.

Mage Lord Misgen will attack as soon as the Hero collects the vial of Zoltun Kulle's Blood. The Vault of the Assassin is a bit more spacious than the Cave of the Betrayer, so have a ranged attack on hand. Seek out the nearby Dungeon Stone to return to the Desolate Sands **[14] Quest Complete**. The next quest begins immediately—fight your way north across the Desolate Sands to the entrance to the Archives of Zoltun Kulle.



Rare Blazing Guardians put up quite a fight, but it's worth the extra XP to clear the vault of every enemy you encounter.

The Constructs will fire their projectiles from all directions. If you're lucky, you can pin two in a corner and deal with the others later.

THE TERMINUS

The Terminus lies beyond the Archives of Zoltun Kulle, a mystical place with three detached areas linked only by portals. The Terminus exists on no map and can be reached only with the direct assistance of Zoltun Kulle himself. The halls of the Terminus contain no enemies, yet the Storm Halls, Unknown Depths, and Realm of Shadow are among the most deadly locations in the Caldeum region.

MINIONS OF HELL

	Normal	Nightmare	Hell	Inferno
Fallen Peon	20	41	56	62
Fallen Conjurer	20	41	56	62
Rock Giant	20	41	56	62
Toxic Construct	22	42	56	62
Fallen Master	20	41	56	62
Sand Behemoth	21	42	56	62
Skeletal Raider	20	41	56	62
Skeletal Bowmaster	20	41	56	62
Skeletal Warrior	20	41	56	62
Shade Stalker	21	42	56	62
Shocking Crawler	22	42	56	62
Vile Sentinel	20	41	56	62
Charged Sentinel	20	41	56	62
Frost Sentinel	20	41	56	62
Molten Sentinel	20	41	56	62
Vile Revenant	20	41	56	62
Venomous Spinner	22	42	56	62

SOURCES OF LOOT

Ancient Urn
Rarity ★

Ancient Tomes
Rarity ★★

Weapon Rack
Rarity ★★

Bookcase
Rarity ★★

Scrolls
Rarity ★★

Chest
Rarity ★★★

Resplendent Chest
Rarity ★★★★

QUEST

THE BLACK SOULSTONE

OBJECTIVES

1. Search for the Archives of Zoltun Kulle in the Desolate Sands.
2. Go to the Terminus.
3. Open the Shadow Lock in the Unknown Depths.
4. Open the Shadow Lock in the Storm Halls.
5. Enter the Realm of Shadow through the Terminus.
6. Find Zoltun Kulle's Body.
7. Talk to Leah in the Terminus.
8. Enter the Soulstone Chamber through the Terminus.
9. Talk to Zoltun Kulle.
10. Kill Zoltun Kulle.
11. Get the Black Soulstone.
12. Talk to Adria in Hidden Camp.

COMPLETION REWARDS

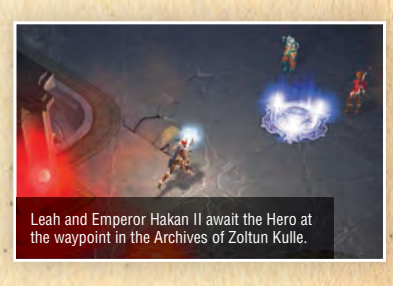
HERO	GOLD	XP
All Classes	1120	10,150

**Based on Normal difficulty.*

With Zoltun Kulle's head and blood recovered, it's time to return him to the realm of the living. Leah has memorized the spell needed to perform this perilous procedure and rejoins the Hero in the Archives. The order went to great lengths to see to it that Zoltun Kulle was never made whole; now it is you who must release the Shadow Locks and do just that.

ARCHIVES OF ZOLTUN KULLE

Travel northwest from the Desolate Sands waypoint to the bridge leading westerly across the bottomless chasm. Zoltun Kulle will once again reveal himself to activate the portal to his archives [1].



Leah and Emperor Hakan II await the Hero at the waypoint in the Archives of Zoltun Kulle.

Cross the bridge toward the waypoint in the distance. Leah and Emperor Hakan II have also made the journey to the Archives of Zoltun Kulle. Leah has learned the spell needed to resurrect Zoltun Kulle and the Emperor believes he knows where Belial is. Things are progressing well, but there is much to be done. Continue past the waypoint and down the stairs to the Terminus [2].

The only way to make Zoltun Kulle whole again is to use the vials of his blood on the Shadow Locks in the Unknown Depths and Storm Halls. Three sand bridges span outward from where Kulle stands, each one leading to a different portal. The left branch leads to the Unknown Depths, the right to the Storm Halls. The central bridge leads to a currently inactive portal.

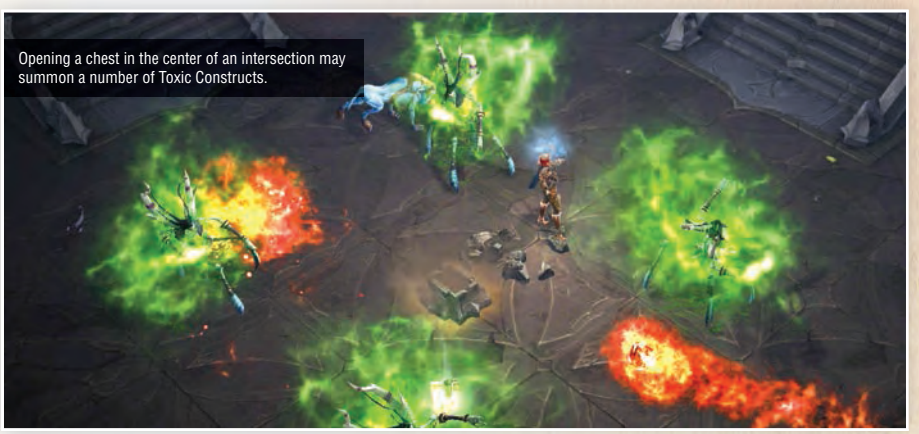
THE UNKNOWN DEPTHS

The lengthy bridges and staircases of the Unknown Depths are home to numerous Fallen, Rock Giants, and Toxic Constructs. Navigating this realm is not nearly as complicated as The Forgotten Ruins and other tombs within the desert. Here, the path is relatively straightforward—devoid of the rubble, piles of sand, and branching paths that made travel less certain in the previous areas.

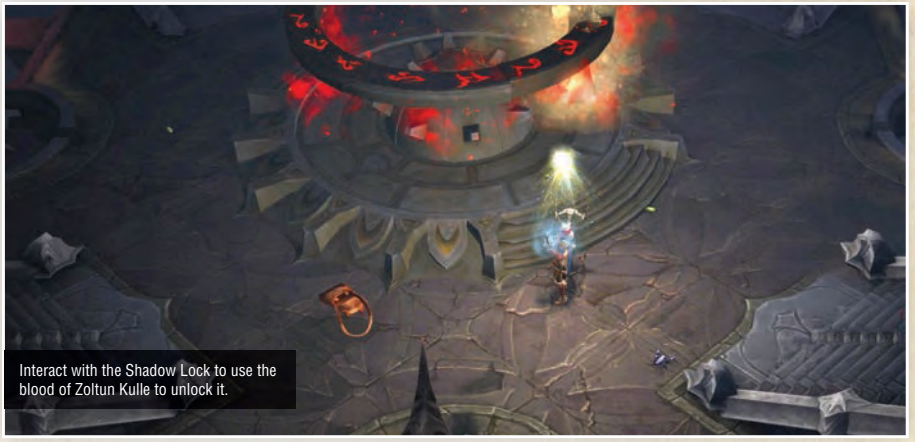
Fight in a path away from the entrance to a lengthy bridge that, in all likelihood, leads to an intersection of two or four staircases. Fallen Masters often accompany Fallen Curs in this area (although you may encounter various Skeletal enemies instead). The swift Fallen Curs tend to not possess as much individual power as their club-wielding masters, but should be dealt with first. Their lunging bites can quickly bring the Hero to her knees if she's surrounded. The only time it's not worth targeting the Fallen Cur first is when you have a clean shot at a nearby Fallen Conjurer!

Pairing the Sentry with the Guardian Turret rune creates a protective shield that spans the entire bridge—creating roadblocks such as this is important on Hell and Inferno modes.

The Unknown Depths are quite large, bigger, in fact, than they appear at first. Ranged fighters are encouraged to advance slowly to get a shot on any Arcane Constructs or Guardian Towers before they can prove harmful. Take advantage of the cascading sheets of sand that fall from many of the arches, as enemies from beyond are loath to pass through them. The Hero shouldn't step through the falling sand until first clearing out all of the enemies on the near side.


Opening a chest in the center of an intersection may summon a number of Toxic Constructs.

Explore the lone floor of the Unknown Depths until you discover a massive spiked sphere known as a Shadow Lock, commonly at the far end of a very long and narrow bridge guarded by multiple varieties of Constructs and Vile Revenants. This device resembles the Arcane Constructs found throughout the area, only larger. Zoltun Kulle's spirit will be present near the lock—pour his blood onto the latch to open it [3]. An exit portal should be close by.

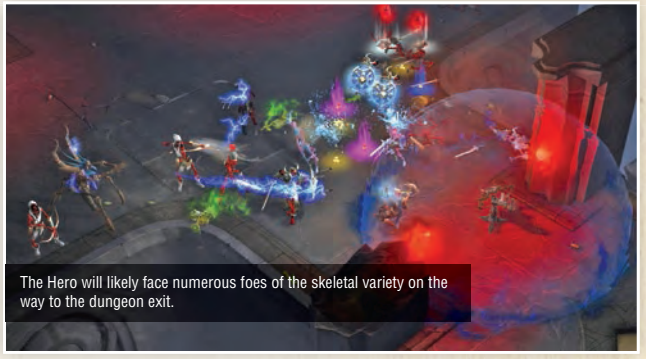

Interact with the Shadow Lock to use the blood of Zoltun Kulle to unlock it.

THE STORM HALLS

Unlike the Unknown Depths, the Storm Halls tend to be occupied by numerous Skeletal Raiders, and Skeletal Bowmasters. Nevertheless, the architecture of the Storm Halls is quite similar to the Unknown Depths. The cascading sand continues to serve as a barrier of sorts, protecting the Hero from the enemies on the far side while she deals with those in the immediate area.

The many lengthy bridges in the Storm Halls often lead back and forth between intersecting staircases. Keep the enemies in front of you at all times. Directed skills are more useful here than those that radiate out in all directions. The Barbarian's Earthquake, the Demon Hunter's Rapid Fire, and the Witch Doctor's Firebats are all good choices on bridges, especially when going up against Venomous Spinners and Rock Giants. Fight your way to the Shadow Lock and use the other vial of blood to unlock it [4].

The Hero may encounter multiple chests lying out in the open en route to the exit. As with the Unknown Depths, it's common for Toxic Constructs to appear after opening these. Wizards can make quick work of surrounding foes with the Wave of Force skill, especially with the Forceful Wave rune equipped. Find the dungeon's exit and return to the Terminus.


The Hero will likely face numerous foes of the skeletal variety on the way to the dungeon exit.

MINOR OBJECTIVE REWARD

GOLD: 280 **XP:** 2175

Greater Health Potion

It's worth having a couple of Greater Health Potions on hand before venturing to the Storm Halls. The battles that take place near the Shadow Lock and the dungeon exit can be quite difficult without some stronger potions.

Realm of Shadow

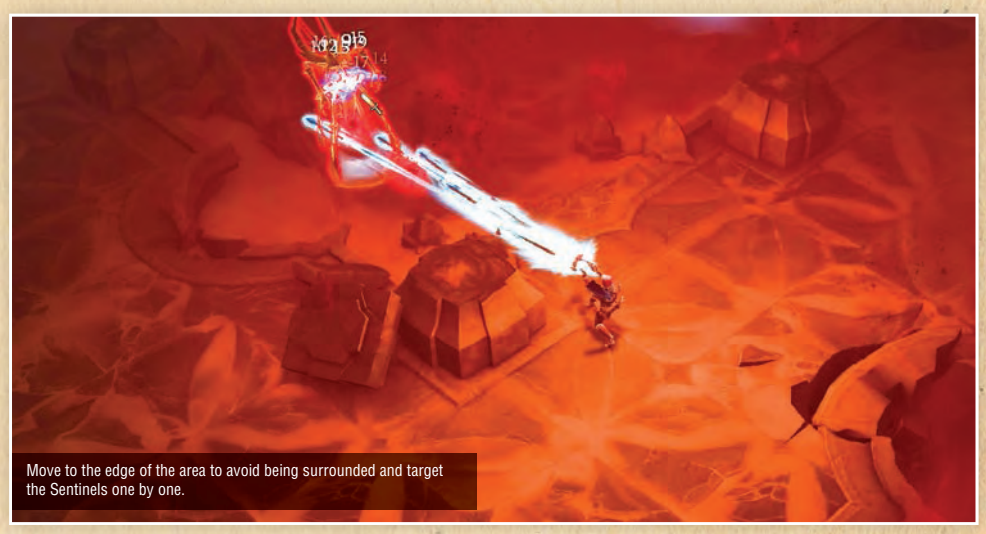
With the Shadow Locks opened, it's time to retrieve Zoltun Kulle's body. Advance along the center energy bridge and enter the Realm of Shadow [5]. This area is similar to those that contained the Shadow Locks, but cast with a diffused blood-red glow. Sand Behemoths lurk in place of Rock Giants, but an even more ominous creature also resides here: The Shade Stalker, a mere vermin-class enemy, but one that attacks with great speed and in such large numbers that it poses a threat more significant than its size might suggest. Hold your ground and wait for them to come to you, then unleash a potent AOE attack, preferably one that either slows or stuns as well as it harms. Shade Stalkers disappear into the ground, but will return before long and the control effect icon above their heads can help you track them.

The Realm of Shadow isn't as large as the dungeons containing the Shadow Locks, but Zoltun Kulle's body is far more protected. Two unique monsters, a Molten Sentinel and a Frost Sentinel, emerge in formation to surround the Hero upon approaching Kulle's body [6].

Sentinels and Constructs

The two elemental Sentinels that watch over Zoltun Kulle's body look and behave similarly to the standard elemental Constructs you've already encountered. One difference between them is that the Sentinels are typically of a lower level than the Constructs (on Normal difficulty). This helps to make up for the fact that you'll be facing four of them simultaneously, each from a different element.

It is not necessary to defeat the two Sentinels—you can just collect the body and run for the exit—but these creatures do make this difficult. Move to the perimeter using ranged attacks, even if it's just the Barbarian's Throw Weapon. The Sentinels each have ranged magic attacks, and one of four magical traits, but are most dangerous at close range, especially the Molten and Vile Sentinels. Stay close to the perimeter to attack from afar and avail yourself to an escape route. The Sentinels drop valuable loot, so killing them certainly has its spoils.



Move to the edge of the area to avoid being surrounded and target the Sentinels one by one.

Grab the body and return to Leah via the gate-like portal that appears beyond where the corpse was located [7]. Talk to Leah in The Terminus and watch as she returns Zoltun Kulle to life. He then takes his leave, unable to control the treacherous cackle that emerges from his lips. Follow him to the Soulstone Chamber [8].

MINOR OBJECTIVE REWARD

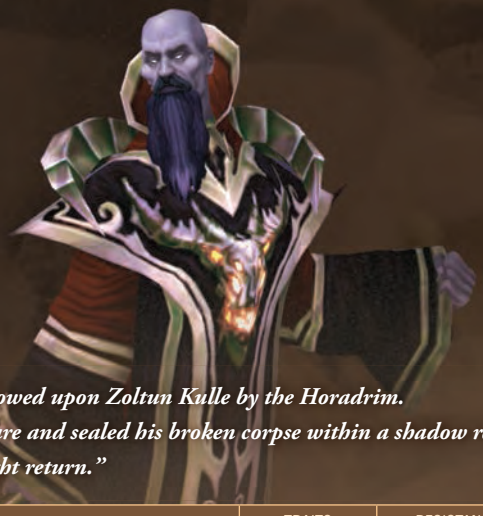
GOLD: 280 **XP:** 2175

Soulstone Chamber

Zoltun Kulle has led you to the Soulstone Chamber, but approaching him reveals that he's not about to forfeit its power [9]. Not without a fight. With the Black Soulstone floating in the center of the circular chamber, the Hero has no choice but to battle Zoltun Kulle and his two Eternal Guardians to prevent the combined power of the Lords of Hell from sweeping across the land [10].

ZOLTUN KULLE

DARK HORADRIM



Adria: "Murderer. Torturer. Monster. These were the titles bestowed upon Zoltun Kulle by the Horadrim. Though it cost them dearly, they killed the wizard for his crimes against nature and sealed his broken corpse within a shadow realm. It seems they were afraid he might return."

MODE	LEVEL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	20	9568-9867	1350	Energy Twister, Time Bubble, Ceiling Collapse, Vanish, Fiery Boulder	-	-
Nightmare	41	234,784-242,121	5000	Energy Twister, Time Bubble, Ceiling Collapse, Vanish, Fiery Boulder	-	-
Hell	56	3,101,376-3,198,294	13,500	Energy Twister, Time Bubble, Ceiling Collapse, Vanish, Fiery Boulder	-	-
Inferno	62	15,737,920-16,229,730	16,000	Energy Twister, Time Bubble, Ceiling Collapse, Vanish, Fiery Boulder	-	-

Zoltun Kulle isn't about to thrust himself immediately into battle so soon after being resurrected—he's got his Eternal Guardians to do his fighting for him. These twin monstrosities are similar in appearance and fighting style to the Rock Giants you encountered elsewhere, only they pack more than twice as much HP! Fortunately, they're as slow as they are ugly and can be kept at a distance—perfect for ranged tactics! Melee fighters are advised to use hit-and-run techniques to avoid the Eternal Guardians' powerful melee attacks.

Zoltun Kulle primarily sticks to the far side of the ring-shaped walkway, but will lob his patented Fiery Boulders periodically, even before the Eternal Guardians have been defeated. Use any available armor auras or protective skills you have to minimize the damage these attacks do while continuing to focus on the Eternal Guardians. Attack Zoltun Kulle if he gets close, as this will likely cause him to turn invisible and move elsewhere in the chamber. He won't attack while invisible, thereby giving you an opportunity to focus on the Eternal Guardians.

Leave the health globes dropped by the Eternal Guardians until you truly need them. The good thing about the shape and size of the Soulstone Chamber is that it's possible to simply run away to the far side of the area if you need to wait for a health potion's cooldown to end. Make sure the Eternal Guardians don't split up and attempt to catch you in the middle. Zoltun Kulle will almost always chase after you rather than turn around in an attempt to cut you off from the front.

Zoltun Kulle has a number of attacks that mimic many of those the Wizard can perform, namely the Time Bubble and Energy Twister. While these threats are relatively easy to avoid, Kulle's Ceiling Collapse attack is far deadlier. Watch for when Zoltun Kulle makes a grasping motion toward the ceiling, calling down a shower of boulders. This is a great time to use a skill that avoids incoming attacks such as the Demon Hunter's Vault ability, the Barbarian's Ignore Pain, or the Wizard's Diamond Skin.

Stay on the move, dodge Zoltun Kulle's Energy Twisters and incoming attacks, and continue to strike out at him. Zoltun Kulle poses little threat at close range—he relied on his Eternal Guardians to provide the muscle—but he will unleash his magic from any distance. Fiery Boulder continues to be his most common attack throughout the duration of the battle. Watch for him to draw his hand back, as this precedes the formation of a large flaming rock. It's relatively slow and can be avoided, but having some Fire resistance will certainly help.

Cross the energy bridge that appears to claim the Black Soulstone from the center of the chamber [11]. Adria, Leah, and Tyrael use a nearby portal to return to Hidden Camp. Exit the Soulstone Chamber and use the Town Portal to join them there and speak with Adria [12] **Quest Complete.**

QUEST

THE SCOURING OF CALDEUM

OBJECTIVES

1. Find Asheara in Caldeum Bazaar.
2. Talk to Asheara.
3. Lead Caldeum refugees to the Flooded Causeway.

COMPLETION REWARDS

HERO	GOLD	XP
All Classes	-	-

**Based on Normal difficulty.*

The clash with Belial is fast arriving, but Caldeum's citizens will surely pay the price if the Hero's bid to vanquish the Evil Lord proves successful. The refugees must be taken to safety before they are slaughtered in Belial's wake.

NEW MINIONS OF HELL

CALDEUM BAZAAR

Asheara is waiting in Caldeum Bazaar, near the manhole entrance that leads to the Flooded Causeway. Descend the steps from Hidden Camp and sprint through the city to the sewer entrance [1]. Belial's attack has begun and acidic bombs have already begun falling throughout the city. Avoid the green shadows that mark their point of impact. Asheara awaits your arrival near the sewer entrance. Speak to her to learn of the plan to save the refugees [2].

Avoid the toxic rings that mark Belial's bombardment and sprint through the city to the sewer entrance.

You have three minutes to save as many refugees as possible. Their hiding places are marked on the mini-map, but they are also identifiable in the environment by the sparkling glitter rising up from theses locations. Many of the refugees are cowering under carts and behind furniture (including the area beyond the previously locked gate to the southwest). Click the cart to coax the refugee out of his hiding place. He'll automatically fall in behind the Hero and follow. Guide the refugee back to the sewers [3]. There are also pockets of refugees in the corners of Caldeum Bazaar. Be sure to check the far northern and southern ends of the area to find groups of refugees cowering out in the open.

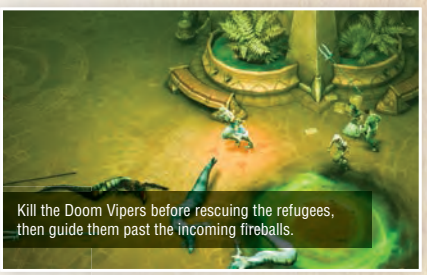
Click on the cart to get the refugee to abandon his hiding place and follow you to the sewer.

Bonus

SAVE THE REFUGEES

The citizens of Caldeum are hiding throughout the Bazaar. Use the mini-map to locate them, then guide them back to Asheara to gain 108 XP and a small amount of gold for every refugee you save. The first descends the ladder to the Flooded Causeway immediately after speaking to Asheara. You don't have to rescue any others, but it pays to do so.

The refugees will do their best to sidestep the falling fireballs, but not all of the threats originate from the sky. You must also protect them from Doom Vipers and Writhing Deceivers. It's best to slash a path through Belial's fiends *before* rescuing any nearby refugees or else they may be cut down during the ensuing fray. Some of the Doom Vipers will undoubtedly attack while you have refugees following you. Rather than stopping to fight them to the end, just quickly hit them with a skill that inflicts Knockback or Slow, then keep on moving.



Kill the Doom Vipers before rescuing the refugees, then guide them past the incoming fireballs.

Three's Company

The Hero can have multiple refugees following him at once, but it's a good idea to avoid getting too carried away. You only receive gold and XP for every refugee that makes it to the Flooded Causeway safely. The more you try to lead at once, the harder it becomes to keep them all safe. Limit yourself to three refugees for the best results.

QUEST

LORD OF LIES

OBJECTIVES

1. Enter the City of Caldeum with Leah and Adria.
2. Go to the Imperial Palace.
3. Kill Belial.
4. Obtain the Soul of Belial in the Imperial Palace.
5. Talk to Tyrael at the Hidden Camp.
6. Talk to the Caravan Leader to leave Caldeum.

COMPLETION REWARDS

HERO	GOLD	XP
All Classes	870	8525

**Based on Normal difficulty.*

QUEST GUIDE

Belial's attack on the city has begun and there's a growing suspicion that Emperor Hakan II may be involved. Together with Leah and Adria, the Hero must fight his way into the Imperial Palace and confront the Emperor and his guard about Belial and the security of Caldeum.

NEW MINIONS OF HELL

Veiled Sentinel

Normal	20	Nightmare	41
Hell	56	Inferno	62

Veiled Evoker

Normal	20	Nightmare	41
Hell	56	Inferno	62

City of Caldeum

Meet with Leah and Adria at the entrance to the Flooded Causeway—the time has come to break into the inner city and advance on the Imperial Palace! Fight past the Doom Vipers that guard the walkway from the Bazaar and lead Leah to the Caldeum gates [1]. She'll use her powers to bust open the doors.

Leah's powers continue to grow under Adria's tutelage!

The party enters the City of Caldeum just in time to find a number of civilians cowering at the mercy of Belial's imitation Imperial Guard—the Serpent Magus and Doom Vipers! Adria and Leah will do their best to assist in the battle, but it's up to you to do the bulk of the killing. Try to lure the Doom Vipers away from Leah and Adria so they can assist with their arrows and fireballs, respectively.

Climb the stairs to the poisonous gates. Wait for the rising toxic fumes to subside, then sprint past the fissures in the ground to avoid the next dose of poison gas. Close in on any Serpent Magus you spot and attack at all costs to keep them from performing their lightning attacks. Advance between the gates, kill the next wave of attackers, and continue on toward the circle ahead.

You must kill Kamyr to dispel the sorcerer's illusion to the northeast.

A large number of Fallen, led by Kamyr, a unique servant of Belial, attacks where the path to the palace turns to the right. Strike the Fallen Masters and Fallen Peons in the area before dealing with Kamyr. A powerful AOE spell works wonders against the Fallen Peons. Leah and Adria will do their best to keep Kamyr at bay while you clear out the others. Kaymr falls easily once the Fallen have been dealt with. That is, if he isn't killed indirectly during the larger fight.

The poisonous vents crisscross the final path leading to the Imperial Palace, making it even more critical to watch your step. The toxic gas rises in an alternating zigzag pattern across the floor. Tread carefully and continue past the Doom Vipers and Serpent Magus to the gates. Use the Healing Well near the steps and enter the palace once Leah opens the gates [2].

Kamyr

Stalker of the Shadows

Kamyr is a rather weak enemy, obviously concerned more with serving Belial than enhancing his combat worthiness. His arcane projectile attacks can inflict moderate damage, but he uses them sparingly. Kamyr relies on the confusion caused by the mass of Fallen that surround him. Isolating him from the Fallen puts Kamyr at your mercy. Although he's the same experience level as the enemies surrounding him, his Extra Health trait provides a large boost to his HP.

MODE	LVL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	22	3232	1050	Projectile Attack	Extra Health, Vortex	-
Nightmare	42	68,200	5200	Projectile Attack	Extra Health, Vortex	-
Hell	56	775,344	13,500	Projectile Attack	Extra Health, Vortex	-
Inferno	62	3,934,480	16,000	Projectile Attack	Extra Health, Vortex	-

Return to the Store

This is your last opportunity to return to Caldeum Bazaar and purchase additional potions from the inn. You can get there by retracing your steps or by using the Town Portal. Make sure that your armor is also completely repaired. You'll find that the merchants previously scattered throughout the Caldeum Bazaar are now located along the cliffs in Hidden Camp.

Imperial Palace

The party makes it to the Imperial Palace in time to witness Belial's emergence from the husk of Emperor Hakan II's youthful body. The Imperial Guard surrounding the throne reveal themselves to be Veiled Sentinels, a stronger version of the Writhing Deceivers you faced previously. The time to slay Belial has come [3].

BELIAL
LORD OF LIES

Cain: "Belial, Lord of Lies, is the most elusive of the Seven Evils, and is a master of deceit. It is said that he manipulated Azmodan into revolt against the Prime Evils. This began the Burning Hell's civil war, which ended with the Dark Exile of the Prime Evils to our mortal realm."

PHASE I: BELIAL'S ILLUSIONS

MODE	LEVEL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	22	8080	725	Melee, Fireballs, Reinforcements	-	-
Nightmare	42	170,000	2600	Melee, Fireballs, Reinforcements	-	-
Hell	56	1,938,000	6750	Melee, Fireballs, Reinforcements	-	-
Inferno	62	9,836,000	8000	Melee, Fireballs, Reinforcements	-	-

PHASE II: BELIAL'S DEMON FORM

MODE	LEVEL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	22	24,000	725	Melee, Ground Pound, Lightning Breath, Lightning Strikes	-	-
Nightmare	42	511,000	2600	Melee, Ground Pound, Lightning Breath, Lightning Strikes	-	-
Hell	56	5,815,000	6750	Melee, Ground Pound, Lightning Breath, Lightning Strikes	-	-
Inferno	62	29,508,000	8000	Melee, Ground Pound, Lightning Breath, Lightning Strikes	-	-

SUGGESTED SKILL SELECTION: HERO LEVEL 23

HERO CLASS	SKILL #1	SKILL #2	SKILL #3	SKILL #4	SKILL #5	SKILL #6	PASSIVE #1	PASSIVE #2	PASSIVE #3
Barbarian	Cleave	Rend	Ignore Pain	Furious Charge	Threatening Shout	Earthquake	Nerves of Steel	Weapons Master	-
Demon Hunter	Bola Shot	Rapid Fire	Shadow Power	Marked for Death	Fan of Knives	Multishot	Vengeance	Cull the Weak	-
Monk	Crippling Wave	Lashing Tail Kick	Blinding Flash	Exploding Palm	Seven-Sided Strike	Mantra of Evasion	Chant of Resonance	Seize the Initiative	-
Witch Doctor	Firebomb	Grasp of the Dead	Horrify	Soul Harvest	Acid Cloud	Gargantuan	Spiritual Attunement	Gruesome Feast	-
Wizard	Electrocute	Ray of Frost	Teleport	Wave of Force	Storm Armor	Explosive Blast	Blur	Prodigy	-

**The skills listed in the table above are merely a suggestion for first time players. Although these loadouts were proven effective by us, there are many paths to victory. Experiment!*

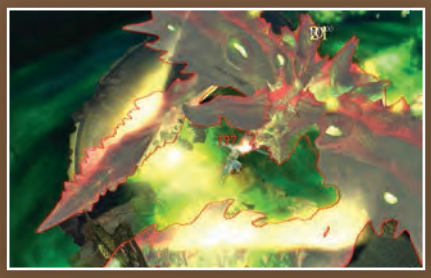
The battle against Belial consists of three stages, with the first being spent fighting against seemingly endless waves of Veiled Sentinels and Veiled Evokers. The crescent-shaped Imperial Palace provides just enough room to maneuver from end to end; use this tactic to buy time, keep the enemies from closing in around the Hero, and launch ranged attacks. Skills that slow/snare enemies or do damage to all targets in front of the Hero are best during the first phase of this fight.

The battle against the Veiled Sentinels and Veiled Evokers should not be taken lightly, as it can quickly become overwhelming if you don't make good use of health potions and health globes. Strike a few enemies to soften them up, unleash an area of effect skill to slow them—the Monk's Blinding Flash and Witch Doctor's Grasp of the Dead work especially well—then back away to fend off those closing in from the other direction.

Belial will eventually grow tired of watching you massacre his guards and join the fray himself. Although he will use his sickle to slash at the Hero at close range, his most common attack consists of three green fireballs, accompanied by a swarm of insects similar to those Maghda controlled. The green fireballs spread apart as they travel, making it easier to step between them the further you are from Belial.

Belial's current form has as much as 15x the HP of the Veiled Sentinels he summons to reinforce his efforts, so it's not feasible to ignore the Veiled Sentinels and focus on Belial. You must eliminate at least some of the Veiled Sentinels and Veiled Evokers to prevent them from surrounding you. This has the added benefit of providing you with a steady supply of health globes. Focus on evading the Veiled Sentinels—and Belial's fireballs—and close in on Belial. Use attacks that swing in a wide enough arc to hit multiple enemies and thereby strike Veiled Sentinels and Veiled Evokers while also focusing damage on Belial.

The third and final phase of the battle is unlike anything the Hero has encountered thus far. Belial reveals his massive demon form, the weight of which crushes much of the Imperial Palace, leaving the Hero atop the semi-circular platform hovering in space. Belial props himself against the walkway and spans the entire crescent where the throne had been. Quickly cast any protective armor spells you may have and immediately begin striking Belial. It doesn't matter where you hit him—his entire body is vulnerable to damage.

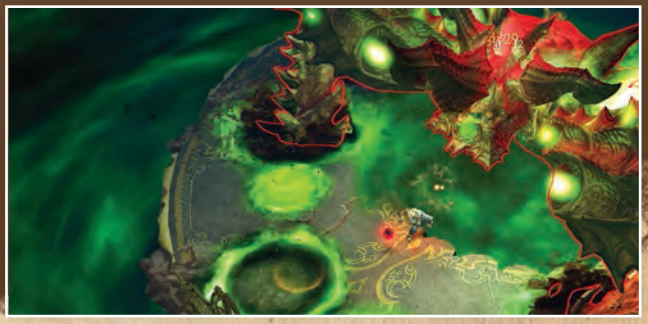


Belial has many deadly options at his disposal during the third phase, but his most common is a melee attack. He can strike with either his right or left appendage. Fortunately, this attack is telegraphed by a swarm of flies and a green circle that appears on the ground. Stay clear of this impact zone and circle around it to strike Belial's body. A similar circle appears prior to his Ground Pound attack. This two-armed attack releases a massive swam of flies and a powerful shockwave. The Ground Pound is typically aimed at the center of the arena, so the Hero must move to the far ends of the platform to avoid the arms.

Ranged and melee fighters alike should continue to use hit-and-run tactics on Belial throughout his melee attacks. Watch to see where the green targeting circle appears, then step clear of the area (don't forget to make room for the entire arm) and continue attacking. That is, until Belial shifts to his ranged attacks.

Belial's Lightning Breath attack sweeps across the balcony from left to right, dealing heavy damage to anything caught in its path. Although skills like Diamond Skin and Ignore Pain can help to protect against this attack, it's best to just move to either end of the platform and wait it out. Belial telegraphs this attack by pulling his arms back away from the battle area, as if to draw in a deep breath.

The other major attack to watch for is Belial's Lightning Strikes. When Belial places his appendages down on the left and right ends of the balcony, steer clear of the swarms of flies that indicate where the ensuing barrage will be directed. Green explosions shoot from the ground for approximately seven seconds and burst all around the impact area. This devastating attack can drain the Hero of Life quickly if you're not careful to avoid it. It's often possible to slip in between the outstretched arms and continue the assault right on Belial's face! Monitor your Life, avoid the green targeting circles, and don't stop attacking! Belial has a massive amount of HP and the only way to win this war of attrition is to remain on the offensive.



MINOR OBJECTIVE REWARD

GOLD: 290 **XP:** 2325

Gather up the loot and collect the Soul of Belial, hovering in the Imperial Palace after the battle [4]. Use the Town Portal to return to Hidden Camp and speak with Tyrael [5]. You've liberated the people of Caldeum from Belial's wrath, but another Prime Evil has launched its attack while you were busy in Caldeum. Speak to the Caravan Leader to journey to the north, where Act III takes place [6] Quest Complete.

ACT III

Dreadlands
Arreat Crater
Ivgorod
Bastion's Keep
Entsteig
Sharval Wilds
Gulf of Westmarch
Khanduras

Dry Ste
Kebjistan
Caldeum

BASTION'S KEEP

Bastion's Keep marks the northernmost human stronghold and the frontline in the defense against Azmodan's forces. Azmodan's legion of hellspawn have emerged from Arreat Crater en masse and flow south in ceaseless waves of destruction. Leah's vision has rung true, but even that couldn't prepare her for the terror being unleashed upon these frozen expanses.

QUEST

THE SIEGE OF BASTION'S KEEP

OBJECTIVES

1. Light the 5 Signal Beacons in Skycrown Battlements.
2. Find Sergeant Dalen in the Skycrown Battlements.

COMPLETION REWARDS

HERO	GOLD	XP
All Classes	580	6200

From a lookout atop Bastion's Keep, the evidence of terror dominates the landscape. Azmodan's forces have crossed the fields and are engaged in a full-scale assault on the Skycrown Battlements. Their numbers will climb into the thousands if allowed to rage unchecked. The signal beacons must be lit to rally the troops and give them hope!

NEW MINIONS OF HELL

Demon Trooper
Normal 23 Nightmare 43 Hell 57 Inferno 63

Demonic Hell Bearer
Normal 22 Nightmare 42 Hell 56 Inferno 62

Fallen Soldier
Normal 28 Nightmare 48 Hell 59 Inferno 63

Fallen Hellhound
Normal 28 Nightmare 48 Hell 59 Inferno 63

Fallen Firemage
Normal 28 Nightmare 48 Hell 59 Inferno 63

Fallen Slavelord
Normal 28 Nightmare 48 Hell 59 Inferno 63

Demonic Hellflyer
Normal 23 Nightmare 43 Hell 57 Inferno 63

Colossal Golgor
Normal 25 Nightmare 45 Hell 58 Inferno 63

Fallen Grunt
Normal 25 Nightmare 45 Hell 58 Inferno 63

Fallen Prophet
Normal 22 Nightmare 42 Hell 56 Inferno 62

Fallen Overlord
Normal 25 Nightmare 45 Hell 58 Inferno 63

SOURCES OF LOOT

Crates
Rarity ★

Dead Guardsman
Rarity ★★

Chest
Rarity ★★★

Messenger of Azmodan
Rarity ★★★

Sturdy Barrel
Rarity ★

Weapon Rack
Rarity ★★

Morgan's Satchel
Rarity ★★★

Resplendent Chest
Rarity ★★★★

BASTION'S KEEP STRONGHOLD

The caravan has unpacked and spread out across the interior of the stronghold, leaving the Hero and Tyrael to maintain a lookout from atop the watchtower. Speak with Tyrael to hear his assessment of the situation, one that is growing more desperate by the moment. Tyrael lights the nearby signal beacon and instructs you to head to the Skycrown Battlements and light the five others along the wall.

Tyrael lights the first beacon, but the other five are up to you!

SHOPS

A Gorell the Quartermaster

Categories

Miscellaneous, Repair

B Botulph the Miner

Categories

Weapons, Armor, Repair

C Litton the Fence

Categories

Weapons, Armor, Trinkets, Repair

D Vidar the Collector

Categories

Weapons, Armor, Miscellaneous, Repair

E Haedrig Eamon

Categories

Blacksmithing

F Covetous Shen

Categories

Jewel Crafting

Descend the stairs to the Armory and go inside to see how Leah and Adria are handling the Black Soulstone. Those looking for additional lore can find some in Leah's Belongings, on the table in the adjacent room. Exit the Armory via the stairs in the northwest corner to enter the Stronghold proper.

The Stronghold serves as your town for Act 3 and is home to numerous merchants, your Followers, and the Artisans. Your Stash is also located here, right beside the Waypoint.

Take a few minutes to explore the Stronghold and get a feel for where each of your travelling companions can be found. Stock up on potions, consider hiring a Follower, and locate the lore inside Captain Haile's Supply Chest.

Once you're ready, cross the drawbridge to the right and head through the door leading to the Skycrown Battlements. Slice through any Demon Troopers along the way, but don't delay!

SKYCROWN BATTLEMENTS

The Skycrown Battlements are essentially a lengthy, zigzagging wall with numerous lookouts, ramparts, and walkways that jut from and parallel to the main path. Barricades were set up across the Skycrown Battlements in an attempt to slow the assault of Azmodan's forces, but to little avail. These items are all shattered with ease during combat and do little to hold back the teeming hordes. The barrels and crates at least yield a wealth of gold and loot.

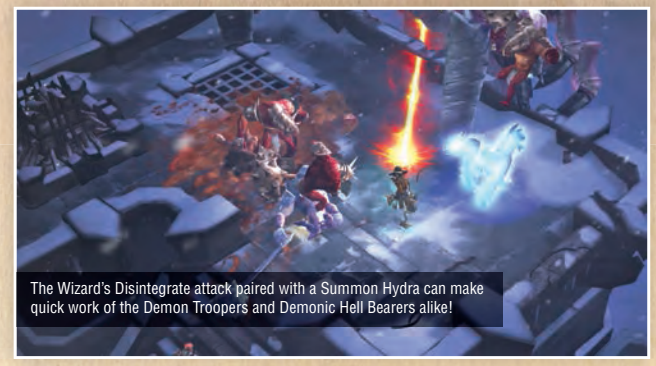
DEMONS ON THE WALLS

If Captain Cyrillis is present, he solicits your help in defending the walls, but will be killed by a Demonic Hell Bearer as soon as you speak with him. Avenge the good captain by setting your sights on slaying the murdering beast and the Demon Troopers that sprint up the stairs to join the fray. More Demon Troopers emerge from the Demonic Hell Bearer periodically, so work fast. Spill the Burning Oil nearby to eradicate some of the problem, then attack the Demonic Hell Bearer with all of your might. Once the monster is dead, you receive a generous reward of gold and XP.

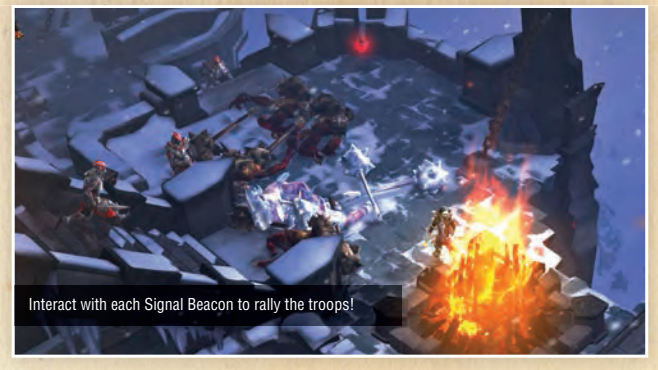
Hot Cauldrons of Oil

Large barrels of Burning Oil are perched along many of the walls on Skycrown Battlements. Like the Fire Gutters in the Halls of Agony, these cauldrons can be tipped over and used to set a number of enemies aflame. Target the Boiling Oil as enemies draw close to spill the burning fluid all over them.

Climb the stairs to the widest part of the wall and set about slaughtering the numerous Fallen Soldiers and Fallen Mongrels you're likely to encounter. The Barbarian's Whirlwind attack is excellent for breaking through the suffocating hordes of Fallen. Numerous Demon Troopers make their presence known as you near the first Signal Beacon. These over-aggressive brutes aren't as tough as their armor and mace suggest, and can be killed with a variety of attacks as long as you avoid being surrounded.



The Wizard's Disintegrate attack paired with a Summon Hydra can make quick work of the Demon Troopers and Demonic Hell Bearers alike!



Interact with each Signal Beacon to rally the troops!

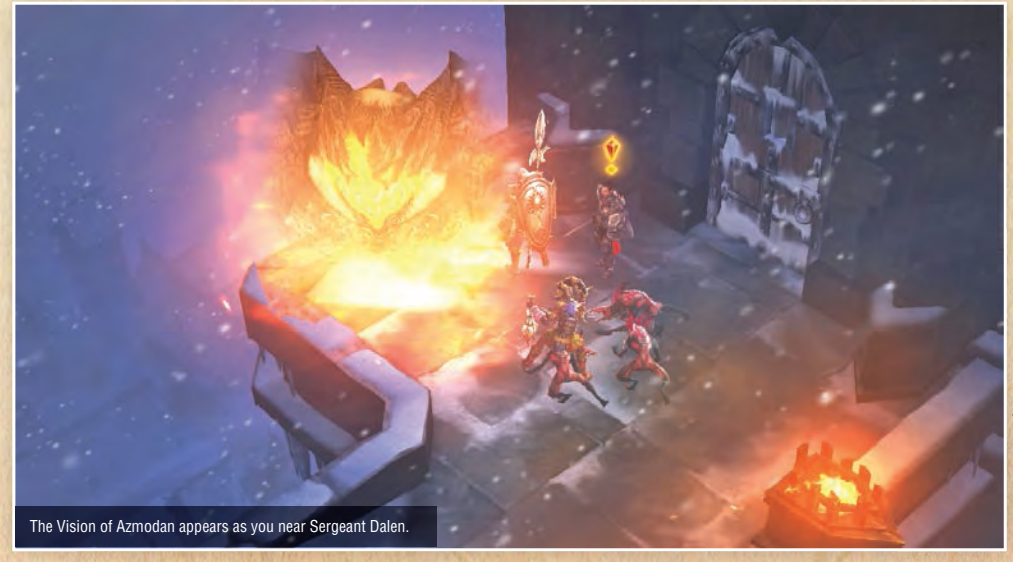
Round the corner to the left and scale the steps to the narrow walkway leading to the first Signal Beacon (note its location on the mini-map). This is a prime opportunity to use a skill with a narrow focus to cut right through the Demon Troopers funneling forward along the wall. The Wizard's Disintegrate skill and the Monk's Deadly Reach are both good examples.

The first Signal Beacon isn't far ahead, but there's a Demonic Hell Bearer lording over it. These foes don't attack—they have no offensive capabilities—but clamber up the sides of the ramparts to belch forth a nearly endless supply of fresh Demon Troopers in groups of three. Target Demonic Hell Bearers as soon as you encounter them. They have a ton of HP, but it's the only way to cut off the supply of Demon Troopers. A powerful AOE attack aimed directly under the Demonic Hell Bearer will likely damage this spawning creature, as well as the Demon Troopers it regurgitates.

Follow the path of the Skycrown Battlements up the stairs to each of the lookouts in search of the Signal Beacons. They appear on the mini-map even before they're lit and are always located near the perimeter of the wall, usually at a corner junction [1].

Bombs Away!

Avoid the swirling black and red circles that appear on the ground. These mark the locations of incoming lava bombs dropped by the Demonic Hellflyers. Stay clear to avoid suffering heavy damage.



The Vision of Azmodan appears as you near Sergeant Dalen.

Keep your distance when engaging the dual-wielding Colossal Golgor that often emerges just before you reach the fifth Signal Beacon. This mighty foe is immune to knockback and delivers a deadly uppercut attack. Light the final Signal Beacon, then continue along the wall to Sergeant Dalen's position near the locked door [2] **Quest Complete.**

QUEST

TURNING THE TIDE

OBJECTIVES

1. Raise the 3 catapults in Stonefort.
2. Return to the Bastion's Keep Stronghold.

COMPLETION REWARDS

HERO	GOLD	XP
All Classes	885	8800

**Based on Normal difficulty.*

Azmodan's forces weren't going to give up that easily! The demons are marching en masse toward Stonefort, and Sergeant Dalen needs you to assist the Captains of the Guard in raising the three catapults before it's too late.

STONEFORT

WAITING FOR REINFORCEMENTS

The only way to reach the catapult crews is to first assist Captain Haile in raising the drawbridge so his reinforcements can access the area. Talk to Captain Haile up ahead. He's stationed with just three guards and there's no way across the gap in the wall until the lift rises. Demon Troopers and Demonic Hellflyers will attack the area surrounding the square pit. Keep to one side and slay the enemies as they appear while the lift is raised into position. A unique Demon Trooper named Dragus will cross the bridge to attack once it's in position. This foe uses Mortar, Electrified, and Fast traits. Defend against the demon ambush to reap XP and gold.

Dangerous Traits

Although you weren't likely to encounter any Rare monsters at Skycrown Battlements, you may begin to fight foes with two new traits in this area, especially on Nightmare difficulty and above. The Illusionist trait is for Rare enemies only that adds an exact clone of the monster to the squad alongside the minions. Rares possessing the Invulnerable Minions ability have the benefit of extra health and, more importantly, their minions cannot be defeated! Just pray you don't see both Invulnerable Minions and Illusionist traits in the same Rare enemy in Nightmare mode or higher, as that's a lot to handle.

Search the Lookouts

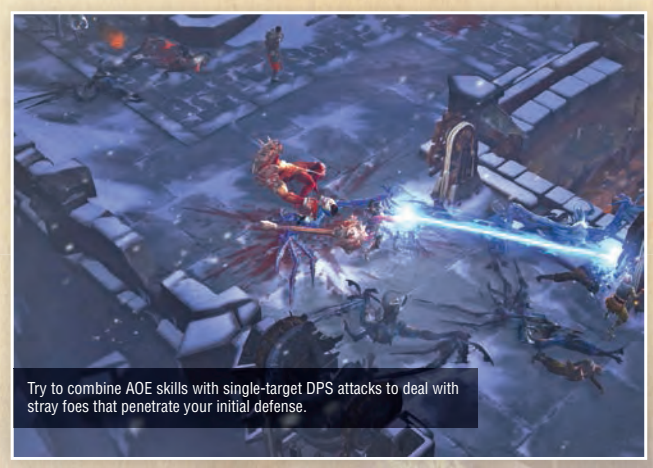
Stonefort has numerous lookouts that extend from the upper wall. It's worth climbing the stairs to each of these perches; many contain a chest or piece of lore.

It's a good idea to enlist some help, whether by a Follower, summoned pet, or turret.

Once the lift is raised into position, continue across the top of Stonefort toward the three catapult positions. The enemies you battled on the Skycrown Battlements return in even larger numbers. You'll also encounter more Colossal Golgors, Demonic Hellflyers, and a greater likelihood of Champion enemies.

Barricade Tactics

The barricades do sometimes succeed in holding back enemies such as the weaker Fallen. Be on the lookout for situations where foes are kept at bay by the barricades and leave them be. Kill all other nearby monsters before destroying the barricade and attacking those behind it.


Try to combine AOE skills with single-target DPS attacks to deal with stray foes that penetrate your initial defense.

Fight your way through the crushing mass of Fallen and Demon Troopers to Sergeant Burroughs near the first catapult [1]. With your help, he's confident that the recruits will be safe while trying to raise the catapult. Follow him to the nearby gate to retrieve the recruits, then return to the catapult winches. Recruits will man the winches, usually just one or two at a time, as you and Sergeant Burroughs work to keep them safe. Use the nearby boiling oil to douse the Demon Troopers and keep your eyes peeled for Demonic Hellflyers that land to attack. The battle can get pretty tough. Fortunately, there's often a Healing Well up the stairs to the left of the catapult and additional recruits will arrive on the scene as others perish.

MINOR OBJECTIVE REWARD

GOLD: 285 **XP:** 2250

Lieutenant Lavail oversees the crew in charge of the second catapult [1]. Continue along the wall to reach him near the next set of catapult winches. Scouts report that a number of Demonic Hell Bearers are set to attack in quick succession at this very location. You must protect the soldiers from the Demonic Hell Bearers (and their Demon Troopers) while the soldiers raise the catapult. The Demonic Hell Bearers initially attack one at a time, but you must kill them quickly or else the Demon Troopers will pose a problem. Move around the semi-circular perimeter of the wall near the catapult and target the Demonic Hell Bearers as they appear. Use armor skills or other protective wards to keep the Demon Troopers at bay. Don't turn your back on the Demonic Hell Bearers once the catapult is raised—finish them off!

The Wizard's Ice Armor helps to repel the Demon Troopers so he can focus on the Demonic Hell Bearer.

MINOR OBJECTIVE REWARD

GOLD: 285 **XP:** 2250

The third catapult isn't far ahead [1]. Speak with Lieutenant Clyfton to discover that you and he must raise the catapult yourselves. The lieutenant will man the winch on the left, leaving you to handle the one on the right. Continue to click on the winch to raise the catapult into position. Demon Troopers and Demonic Hellflyers will attack you and the lieutenant, but not nearly as many as at the previous catapults. Monitor your Life and stop turning the wheel to defend yourself only if your health becomes significantly threatened. Having a Follower or summoned pet to protect you certainly helps. Consider returning to the Stronghold to hire the Templar or Enchantress for the final leg of this mission if you find yourself unable to fight and crank the winch at the same time. Lastly, the enemies here are primarily melee attackers and can be repelled with knockback effects and area of denial skills such as the Monk's Inner Sanctuary.

MINOR OBJECTIVE REWARD

GOLD: 285 **XP:** 2250

With the catapults in position, it's time to return to Bastion's Keep Stronghold [2]. Continue along the wall past the third catapult to look for any loot or chests at the end, then use the Town Portal to return to Tyrael in the Stronghold.

A Thorny Issue

This is a prime time to equip any "Thorns" armor that you might have been holding onto. Thorns armor causes melee attackers to suffer a small amount of damage each time they strike the wearer. If you don't have any equipment with a high Thorns rating, look for runes and passive skills that reflect damage back at the attacker, as this will make it easier to concentrate on raising the catapult.

Continue to work the winch to raise the catapult. Stop only when absolutely necessary!

QUEST

THE BREACHED KEEP

OBJECTIVES

1. Find the Keep Depths Level 2.
2. Find the Breach in the Keep Depths.
3. Find the Bastion's Keep Larder.
4. Kill Ghom in the Larder.
5. Return to the Bastion's Keep Stronghold.

COMPLETION REWARDS

HERO	GOLD	XP
All Classes	300	2475

*Based on Normal difficulty.

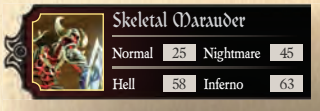
Azmodan's demons aren't merely aggressive, they're also resourceful. The catapults may have thwarted their plans for a direct assault, but they've managed to burrow underground and attack from below. The Hero must delve into the depths of Bastion's Keep to locate the breach and plug it before it's too late.

DUNGEON

THE KEEP DEPTHS

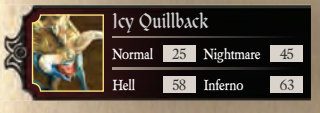
Beneath Bastion's Keep lie the Keep Depths, a three-level dungeon comprised of storerooms, corridors, and barracks. Although some areas of the Keep Depths contain cranes, fiery grates, and even molten rock, much is made of wood and stone. Heroes who explore the entirety of the Keep Depths will find themselves best prepared for the battles to come.

NEW MINIONS OF HELL



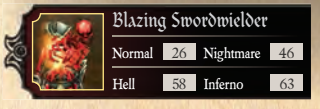
Skeletal Marauder
Normal 25 Nightmare 45
Hell 58 Inferno 63

Dark Skeletal Bowman
Normal 25 Nightmare 45
Hell 58 Inferno 63



Icy Quillback
Normal 25 Nightmare 45
Hell 58 Inferno 63

Soul Ripper
Normal 25 Nightmare 45
Hell 58 Inferno 63



Blazing Swordwielder
Normal 26 Nightmare 46
Hell 58 Inferno 63

Swift Skull Cleaver
Normal 25 Nightmare 45
Hell 58 Inferno 63

Fallen Maniac
Normal 25 Nightmare 45
Hell 58 Inferno 63

Demon Raider
Normal 25 Nightmare 45
Hell 58 Inferno 63

Skull Sword
Normal 25 Nightmare 45
Hell 58 Inferno 63

Demonic Tremor
Normal 25 Nightmare 45
Hell 58 Inferno 63

SOURCES OF LOOT

Librarian's Scrolls
Rarity ★

Crates
Rarity ★

Supply Crane
Rarity ★★

Armor Rack
Rarity ★★

Chest
Rarity ★★★

Messenger of Azmodan
Rarity ★★★

Resplendent Chest
Rarity ★★★★

Sturdy Barrel
Rarity ★

Dead Guardsman
Rarity ★★

Dead Soldier
Rarity ★★

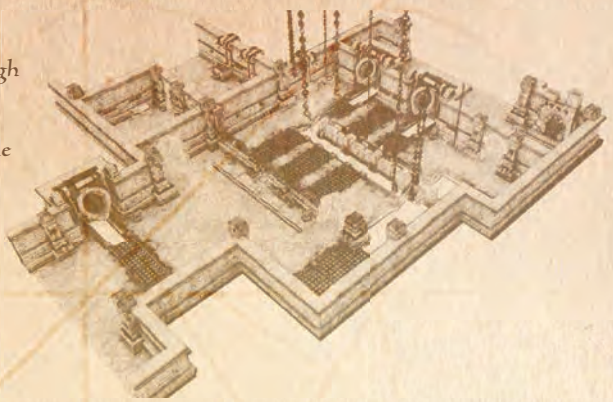
Weapon Rack
Rarity ★★

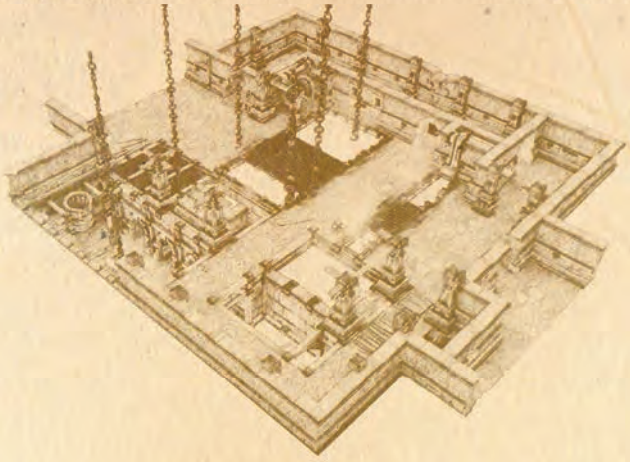
Misplaced Pack
Rarity ★★★

Half-Eaten Guard
Rarity ★★★★

AN EXPLORER'S JOURNAL

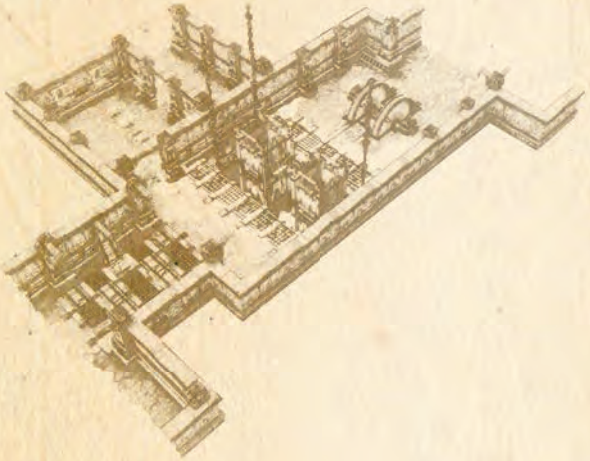
I felt the heat long before I saw the red glow of the molten rock coursing through the room. A bead of sweat dripped from my nose and vanished in a sizzle on the blistering floor—what kind of foul beast could tolerate such conditions? The Blazing Swordwielder shambled forth, seeming to rise from the very flames that now danced above the grates in the surface. Although they looked frail, I couldn't stay long enough to interrogate them—the flames would surely cook me alive. I smashed my way through the fiery skeletons and sprinted across the grates to the inviting dankness just beyond the far exit.





I soon came to yet another room of irrepressible heat, only this time there were no flames. Large pits had been dug in the center of the room and flooded with molten ore. I braced myself against the scalding temperatures and used these pits of lava as a barrier between myself and the foes amassed across the divide. I launched a barrage of attacks at them and smiled as they realized they were without counter and no time to flank.

Imagine my surprise when delving deeper into the Keep Depths led to a chasm not only open to the elements, but to snow! It was there where I encountered a pair of siege bridges buttoned-up tight in the center of the pit. That shouldn't be! I lowered the gangway on the first bridge and was about to open the second when I noticed the horde of enemies on the far side. I realized then it would be much safer to leave the second bridge as I found it and lure all the enemies across a single bridge—right into my blade!



THE KEEP DEPTHS, LEVEL 1

FORGED IN BATTLE

Ironsmith Maldonado needs someone to defend him while he forges some better weapons for the men. Protect him against an onslaught of enemies for 45 seconds. He'll begin on the right-hand side near the furnace, then move to the anvil on the left. Stick close to him and don't let anything get past. This is easier with ranged piercing attacks, a Follower, or summoned pets like the Witch Doctor's Gargantuan. Protect Ironsmith Maldonado until he's done crafting some better weaponry to receive a reward of 6200 XP and 580 gold. He also becomes a vendor who can sell and repair weapons.

Get their attention, then blast the Skeletal Marauders as they funnel through the door!

Level 1 is a large dungeon that's filled with Dark Skeletal Bowman, Skeletal Marauders, and Icy Quillbacks among others. The Skeletal foes tend to stick to themselves and rarely attack alongside other creatures, except for the occasional Demon Trooper. It's important to quickly ascertain whether the enemies are Skeletal Marauders (melee) or Dark Skeletal Bowman (ranged) and counter their strength. Use the numerous doorways as chokepoints and funnel the Skeletal Marauders into your attack. Conversely, it pays to bring the fight directly to the archers to limit their effectiveness. Or, if you need healing, flee through a doorway and quickly step to the left or right to use the wall for cover.

Beware that many of the rooms you'll enter contain groups of enemies in multiple locations—some you may not even detect until you fully enter the room. Cut down on the risk of surprise by luring foes back out the door you came through, then hitting them with piercing skill attacks that travel forward and deal additional damage, such as the Monk's Deadly Reach skill.

The first floor of the Keep Depths is almost sure to contain a large fiery room, basking in the glow of molten ore. Flames periodically leap through the grated sections of flooring, making it essential to move briskly through these sections. This is the only area where you'll find the Blazing Swordwielders. Fiery as they are, they can be destroyed with relative ease compared to many of the other creatures of the Depths.

This sprawling network of rooms and hallways leads to many dead-ends, but there are also several corner rooms from which to mount an impressive stand. Be mindful of rooms with two exits. Those working as a team—or benefitting from a Follower or summoned ally—can move quickly from door to door to lure multiple foes into this corner trap. Those who are both fast and forceful can generate an impressively large Massacre Bonus and earn plenty of additional XP!

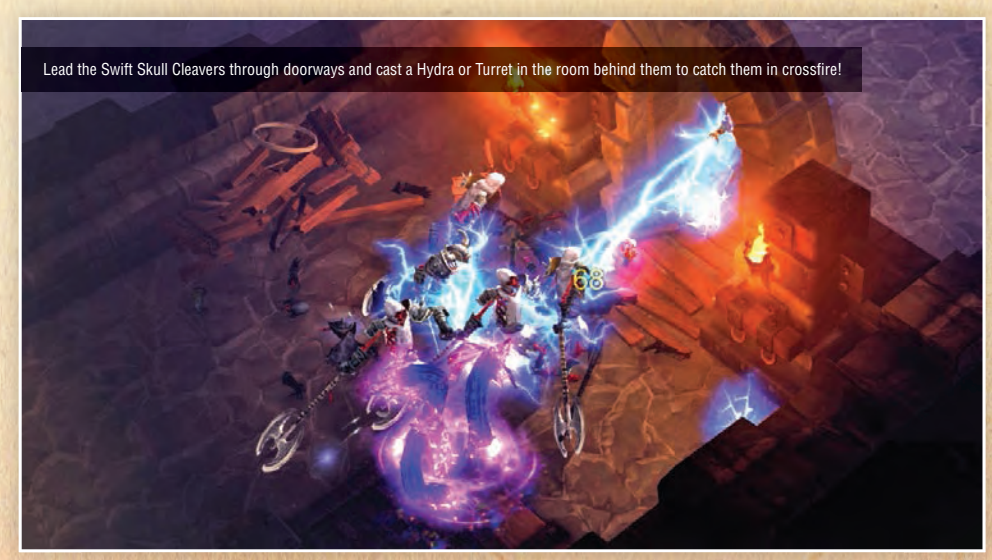
A lone Blazing Swordwielder is of little threat, but don't let them surround you!

Iron Gates of Fury

It's possible to strike through iron gates before opening them to deal tremendous damage to melee enemies on the other side. You can also send ranged or piercing attacks straight through them with little threat of retaliation.

The entrance to the Keep Depths Level 2 is often in the far northeast corner of this area **[1]**. Use the nearest Waypoint to return to the Bastion's Keep Stronghold for crafting and the restocking of supplies, then continue deeper into the Keep Depths.

THE KEEP DEPTHS, LEVEL 2


Lead the Swift Skull Cleavers through doorways and cast a Hydra or Turret in the room behind them to catch them in crossfire!

The second level of the Keep Depths is home to the formidable Swift Skull Cleaver. This foe is extremely dangerous in groups, so avoid getting surrounded. Retreat through doors and plant traps to blow them apart as they funnel through. Do not try to stand toe to toe with them, especially if they attack in packs of three or more. Instead, try to slow them down with a widespread AOE attack, such as the Wizard's Blizzard skill, or burn them down with the Barbarian's Earthquake ability.

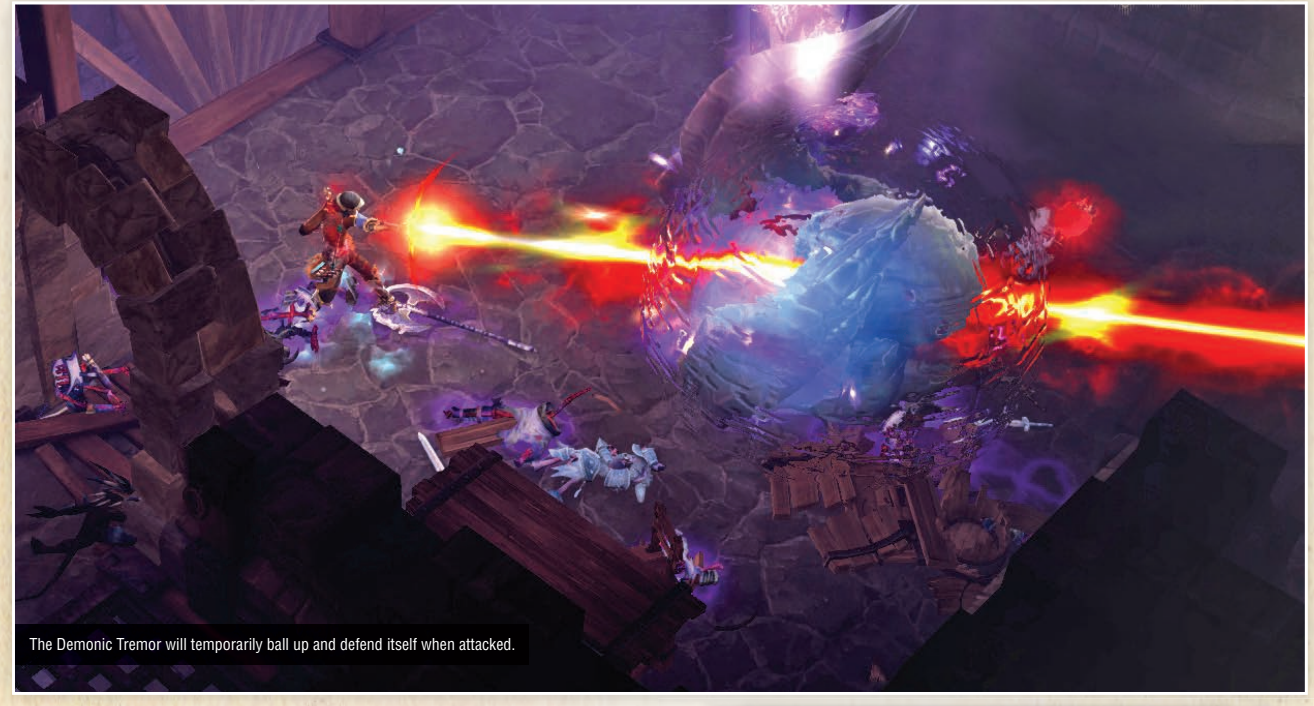
Swift Skull Cleavers aren't the only new foes you'll encounter. This area is also home to Fallen Maniacs and Demon Raiders, among others. Fallen Maniacs are extremely volatile and can blow up on short notice. Try to lead them toward other enemies, then hit them with a ranged attack to detonate them from a safe distance. Similarly, look for their telltale green glow beyond any grated doors you encounter and aim to detonate them before opening the door.

The Barbarian's Weapon Throw skill allows him to remote-detonate a Fallen Maniac amid a crowd of foes.

The second level of the Keep Depths is only slightly smaller than the upper level and very similar in design. Continue through the dungeon until experiencing another vision of Azmodan at the breach [2]. He won't be far from the entrance to the third level.

THE KEEP DEPTHS, LEVEL 3

Like level 2, the third level of the Keep Depths is home to one of the most intimidating foes this side of the Twin Seas—the Demonic Tremor! These creatures shake the ground with each stride and use their massive frontal legs to shield them from attacks. They are faster than they look and, unlike any other monster you'll encounter, they can crash right through doorways that would otherwise be too narrow for them!


The Demonic Tremor will temporarily ball up and defend itself when attacked.

Employ hit-and-run tactics to avoid the Demonic Tremor's ground pound attack. Strike from afar or from behind it and conserve your resource when the Demonic Tremor balls up in its defensive stance. A shimmering aura surrounding the Demonic Tremor absorbs many of the Hero's attacks while the Demonic Tremor shields itself—that's your cue to back off until it regains its normal fighting posture. Battle your way through this smaller level of the Keep Depths to find the entrance to the Larder [3].

Coming Through!

Don't think for a second that escaping through a narrow doorway will keep you safe from the Demonic Tremor! These beasts can burst right through doorways, knocking a hole in the wall to accommodate their massive girth.

THE LARDER

The Larder is a small area that consists of little more than a hallway leading to Ghom, the creature Azmodan had sent forth through the breach. Use the Waypoint outside the entrance to the Larder to return to the Stronghold if necessary, then venture forth and destroy the creature named Ghom [4].

GHOM
LORD OF GLUTTONY

Cain: "Ghom is the largest of Azmodan's Sin Lieutenants and he possesses no less than four mouths. Though his voracious appetite is certainly his greatest weapon, his bile and, well… "other" noxious excretions are equally lethal. When last seen in battle, the Lord of Gluttony swallowed half a dozen angels whole, spears and all."

MODE	LEVEL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	26	36,200-43,440	3300	Sneeze, Chomp, Gas Cloud, Acid Slimes	-	-
Nightmare	46	746,000-896,000	12,000	Sneeze, Chomp, Gas Cloud, Acid Slimes	-	-
Hell	58	6,714,000-8,057,000	29,000	Sneeze, Chomp, Gas Cloud, Acid Slimes	-	-
Inferno	63	38,249,000-45,899,000	32,000	Sneeze, Chomp, Gas Cloud, Acid Slimes	-	-

Of all the foul denizens of hell, Ghom is certainly one of the most grotesque. This wretched beast waddles across the floor of the Larder in an attempt to get close enough to attack. Ghom is a rather slow creature and uses its Gas Cloud emissions to slow its enemies. Steer clear of the Gas Cloud's radius to avoid suffering the Slowed debuff and resulting Chomp attack. Ghom uses its massive stomach-maw to attack with a mighty bite, but only if it can catch its prey. Those who avoid being slowed by the Gas Cloud have a good chance of avoiding the Chomp.

It may be easy to avoid Ghom's physical attack, but the cretin's Sneeze attack has a bit more range to it. Watch for Ghom to momentarily rear back, as this means it's about to Sneeze. The poisonous bile that is spewed forth covers the ground and inflicts periodic damage over time until the attack ends or the Hero escapes the affected area. Ranged attackers can maintain a safe distance throughout much of the fight, but melee fighters have no choice but to put themselves in harm's way. Try to stay behind or to the side of Ghom when going in for the attack to steer clear of the Sneeze.

Stay on the move and continue to assault Ghom with everything in your arsenal, except attacks that inflict movement controls such as Knockback or Slow. Ghom is far too big to be susceptible to crowd control measures other than Stun. Try to stay behind Ghom and attack his rear with either ranged attacks or hit-and-run melee strikes. Those who keep a far distance must watch out for one final attack: Acid Slime.

Ghom will spit Acid Slime at the Hero as a ranged attack. Ghom aims to strike with these attacks directly, but errant shots don't just disappear. Up to four Acid Slimes can be summoned at once. Although slow, these creatures will follow after the Hero until Ghom has been killed. Acid Slimes have their own Life bars and can be killed rather easily, but it's often best to focus on Ghom and simply outrun these slimy minions. Stepping on the Acid Slime releases a toxic puddle that inflicts damage over time.

Be extra careful when collecting the loot after killing Ghom, as his toxic gases persist for quite some time. Locate the Half-Eaten Guard near the periphery of The Larder to find Ghom's Log lore. Use the Town Portal or nearby Waypoint to return to the Stronghold **[5] Quest Complete.**

QUEST

TREMORS IN THE STONE

OBJECTIVES

1. Go to the Armory.
2. Kill the Shadow Vermin.
3. Talk to Leah.

COMPLETION REWARDS

HERO	GOLD	XP
All Classes	-	-

**Based on Normal difficulty.*

You arrive back at the Stronghold only to find it in a state of duress. The guards are scattered throughout the area; many resting, others running around in panic. Lieutenant Lavail reports of terrifying noises coming from the Armory. Tyrael went to investigate and you should follow suit.

THE ARMORY

Descend the stairs in the Stronghold to the Armory to learn what the commotion is all about [1]. Once there, you'll see Leah struggling to contain the demonic rage within the Black Soulstone. The darkness is escaping in the form of Shadow Vermin that must be killed [2].

The Shadow Vermin, also known as Terror Spawn, are lesser creatures of the darkness. Though they are of a higher level than many of the enemies you've encountered thus far, the ones unique to this battle have half the life of those you'll fight later in your journey. These creatures can be deadly if given the chance to attack without reprisal, but there's no reason to give them that advantage. Smite them as they exit the Black Soulstone, then speak with Leah **[3] Quest Complete.**

Leah couldn't contain the Shadow Vermin trying to escape. Kill them!

FIELDS OF SLAUGHTER

Beyond Bastion's Keep and the Arreat Gate lies an area collectively known as the Fields of Slaughter. Here you will find the Battlefields, the Bridge of Korsikk, and Rakki's Crossing, in addition to the region's namesake fields. The frozen tundra makes for an inhospitable battleground and only the rarest of creatures not directly involved with Azmodan's war can survive this region. The frozen caves in the Fields of Slaughter are home to monsters found nowhere else in Sanctuary.

NEW MINIONS OF HELL

Fallen Mongrel
Normal 25 Nightmare 45
Hell 58 Inferno 63

Fallen Grunt
Normal 25 Nightmare 45
Hell 58 Inferno 63

Fallen Prophet
Normal 22 Nightmare 42
Hell 56 Inferno 62

Frost Razor
Normal 25 Nightmare 45
Hell 58 Inferno 63

Plagued Swarm
Normal 23 Nightmare 45
Hell 57 Inferno 62

Succubus
Normal 27 Nightmare 47
Hell 59 Inferno 63

Reviled
Normal 26 Nightmare 46
Hell 58 Inferno 63

Blood Clan Warrior
Normal 25 Nightmare 45
Hell 58 Inferno 63

Blood Clan Spearman
Normal 25 Nightmare 45
Hell 58 Inferno 63

Winged Molok
Normal 25 Nightmare 45
Hell 58 Inferno 63

Skull Summoner
Normal 25 Nightmare 45
Hell 58 Inferno 63

Herald of Pestilence
Normal 26 Nightmare 46
Hell 58 Inferno 63

SOURCES OF LOOT

Crates
Rarity
★

Supply Crane
Rarity
★★

Charred Crate
Rarity
★

Weapon Rack
Rarity
★★

Librarian's Scrolls
Rarity
★★

Frozen Mound
Rarity
★★

Chest
Rarity
★★★★★

Resplendent Chest
Rarity
★★★★★

Sturdy Barrel
Rarity
★

Dead Guardsman
Rarity
★★

Scorched Barrel
Rarity
★

Armor Rack
Rarity
★★

Demon Corpse
Rarity
★★

Ancient Remains
Rarity
★★

Messenger of Azmodan
Rarity
★★★★★

QUEST

MACHINES OF WAR

OBJECTIVES

1. Go through the Arreat Gate.
2. Talk to Sergeant Pale outside the Arreat Gate.
3. Cross the Bridge of Korsikk.
4. Destroy the 3 Demonic Ballistae.
5. Destroy the Trebuchet.
6. Find Rakkis Crossing.
7. Talk to Tyrael.

COMPLETION REWARDS

HERO	GOLD	XP
All Classes	900	9075

**Based on Normal difficulty.*

The breach has been plugged, the walls secured, but Azmodan's forces continue their march. They've moved a number of siege weapons into position beyond the Arreat Gate, on the Fields of Slaughter. The integrity of Bastion's Keep can be maintained only by bringing the fight to the enemy; no longer can you enjoy the relative safety of these walls. The enemy siegecraft must be destroyed before the Keep is sacked!

THE ARREAT GATE

BLOOD TIES

This random event takes place on the lower level of the optional dungeon known as The Barracks. You'll find this area to the left of the catapults, where Sergeant Pale is standing. The Barracks is a sprawling two-level dungeon that typically contains at least one Resplendent Chest and a good chance to encounter some Champion enemies that also drop good loot. You may need to turn a control wheel to lower the drawbridge over the icy canal within The Barracks. Expect to face a multitude of Fallen here.

Fight your way to the lower level and speak to the guard just beyond the stairs to learn of his injured friend, who is missing somewhere on this level of the dungeon. Explore the perimeter of The Barracks Level 2 and always search behind shut doors, as he may be found inside a closed room. The guard you lead to his friend will not fall in battle and will even help to a certain extent. Find his missing friend to receive substantial XP and gold.

FORTIFIED BUNKER

The entrance to the left of the catapults may send you to the Fortified Bunker instead of The Barracks. The Fortified Bunker isn't wholly unlike The Barracks, but consists of two levels filled with Demonic Hellflyers, Winged Moloks, Demonic Tremors, Tormented Stingers, and Plagued Swarms. Forge ahead through the maze of rooms and hallways to eventually find a Resplendent Chest not far from the dungeon portal. Regardless of which dungeon you discover, the skills you've used in navigating the Keep Depths will undoubtedly come in handy, as will the XP and gold you will earn here.

Speak with Tyrael in the Armory to start the quest, then exit via the drawbridge in the Stronghold and continue straight ahead to the Arreat Gate [1]. Descend the steps to the catapults and talk with Sergeant Pale [2]. He needs you to fight your way across the Battlefields to the Bridge of Korsikk. From there, you'll continue deeper into the Fields of Slaughter to Azmodan's siegecraft.

Make your way down the stairs to Sergeant Pale, who is near the catapult.

THE BATTLEFIELDS

BATTLEFIELD STORES

The center of the Battlefields often contains a small fort with stairs leading up to a lookout, as well as another set of stairs leading down into either a Foundry or Stores. The Battlefield Stores is a two-level dungeon similar to the Keep Depths. Fight through numerous Skull Summoners and Skull Swords to the lower level. Skull Summoners summon Skeletal Marauders as minions and will continue to do so for as long as the Skull Summoner stands. They're also capable of flinging arcane orbs. The lower level often contains a bridge leading to a Resplendent Chest and dungeon portal. Turn the wheel to lower the bridge.

TIDE OF BATTLE

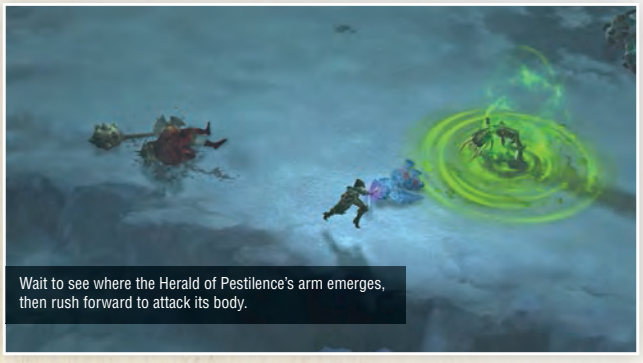
The Battlefields is often home to a barricaded camp that's under attack by the Blood Clan. Lend a helping hand in defeating the Blood Clan Warriors and Spearman during the initial rush, then brace yourself for the Colossal Firewing that appears. This unique enemy is much larger than a Winged Molok and packs roughly 5x the HP. The Colossal Firewing uses its tusks and claws to inflict physical damage in between spewing fiery projectiles. Defeat the Colossal Firewing and any remaining demons in the area, then speak with Colonel Severyn to collect your gold and XP reward.

THE FORWARD BARRACKS

Keep an eye out for an entrance leading to The Forward Barracks. This small underground area typically harbors only a few enemies, but does contain a Resplendent Chest, numerous barrels and crates, and a number of Dead Guardsman. It's an incredible source of loot and gold when present!

Invest the Time

This quest isn't overly lengthy, but full exploration of The Barracks and Battlefield Stores (if they are both present) does take quite a bit of time. Don't let that stop you! These two dungeons in particular are excellent sources of gold and XP and will really help make your upcoming battle with Azmodan much more manageable. Use the gold to continue to train your Artisans and to craft a piece of the best equipment the Blacksmith can make at this point—ideally a combination of Adept and Journeyman equipment.



Wait to see where the Herald of Pestilence's arm emerges, then rush forward to attack its body.

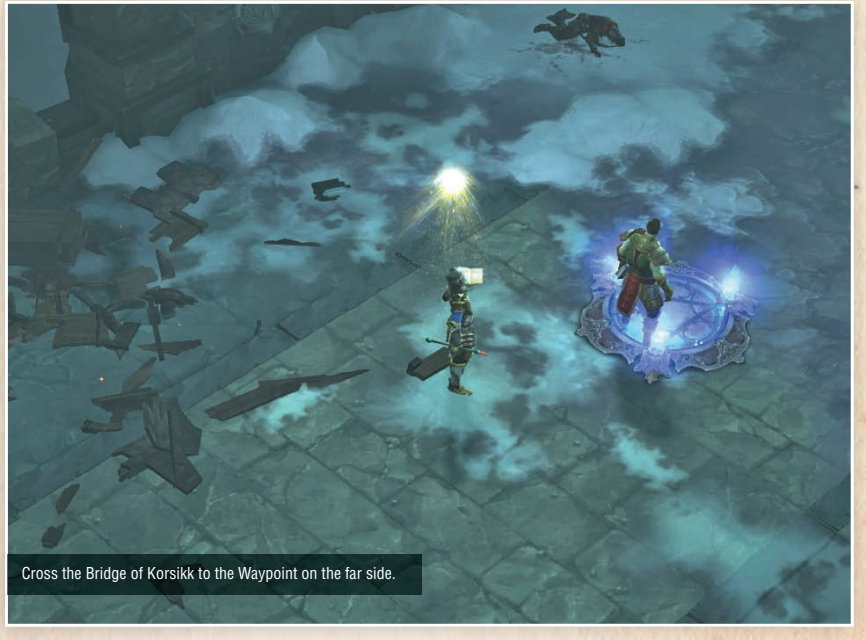
Fight your way east into the Battlefields against the Blood Clan Warriors and Spearman. These members of the khazra are tougher than those you've encountered elsewhere, but they fight in a similar fashion as their namesakes in the Moon Clan. The enemy you must be prepared for is the Herald of Pestilence. This toxic creature plunges its lengthy arm into the ground, only to have it rise up in close proximity to you. The arm can burrow several yards through the ground and provides the Herald of Pestilence with a stealthy ranged attack. Bait the creature into using its arm attack, then circle around the arm and attack the stationary beast from the side. Your poisonous target can't move or attack while its arm is plunged into the ground.

Allies in Need

Many Guards of the Keep have become separated from their units. Those who escaped a quick death can sometimes be found cowering along the perimeter of the Battlefields. Speak to them to enlist their help, but don't grow too attached to your new comrades; they'll surely perish before long.

The Battlefields contain a large crater in the center where you may find stairs leading down to an entrance to the Foundry, Forward Barracks, Cryder's Outpost, or Battlefield Stores, as well as a lookout above that may contain a chest. Loop around the area and clear out the enemies to gain XP and loot, and to help the other soldiers. The Battlefields is not a large area and the Bridge of Korsikk is just to the northeast.

The Bridge of Korsikk is a short span with several enemies, multiple Scorched Barrels and Charred Crates, and perhaps even a chest or Shrine. The bridge has suffered heavy damage, but don't worry about it collapsing. Cross the bridge to access the Fields of Slaughter in the distance **[3]**.



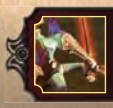
Cross the Bridge of Korsikk to the Waypoint on the far side.

FIELDS OF SLAUGHTER

NEW MINIONS OF HELL

Wintersbane Huntress

Normal	25	Nightmare	45
Hell	58	Inferno	63



Wintersbane Stalker

Normal	25	Nightmare	45
Hell	58	Inferno	63

Frostclaw Burrower

Normal	25	Nightmare	45
Hell	58	Inferno	63

Blazing Ghoul

Normal	27	Nightmare	47
Hell	59	Inferno	63

Great Horned Goliath

Normal	25	Nightmare	45
Hell	58	Inferno	63

Frostbiters

Normal	25	Nightmare	45
Hell	58	Inferno	63

Possessed

Normal	25	Nightmare	45
Hell	58	Inferno	63

SOURCES OF LOOT

Crates
Rarity ★

Frozen Mound
Rarity ★★

Demon Corpse
Rarity ★★

Chest
Rarity ★★★

Sturdy Barrel
Rarity ★

Dead Guardsman
Rarity ★★

Ancient Remains
Rarity ★★

Resplendent Chest
Rarity ★★★★

ICEFALL CAVES

This frigid two-level den of creatures often contains enemies you won't find anywhere else, including the Great Horned Goliath and Possessed. These horrible beasts contrast with the stark beauty of the ice-lined cavern. Be extra careful when engaging a Great Horned Goliath in one of the narrow chasms; you won't have much room to dodge the monster's charge attack. Similarly, the Possessed often release a swarm of dangerous Frostbiters upon death—don't let your guard down!

CAVERNS OF FROST

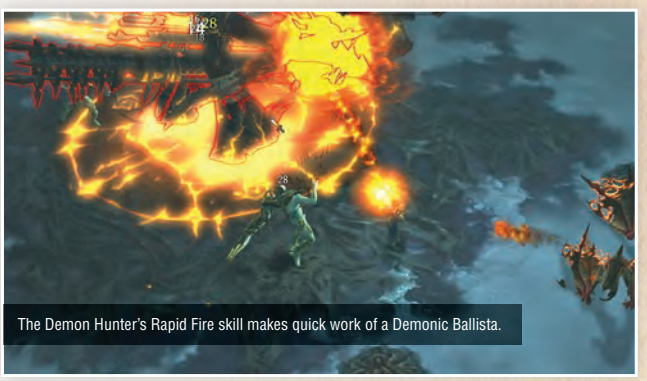
Similar to the Icefall Caves, the Caverns of Frost consist of two levels and often contain a Resplendent Chest on the lower level. The Caverns of Frost harbor many of the same enemies, such as Frostclaw Burrowers and Icy Quillbacks, but are also home to Wintersbane Huntresses and Stalkers. These cold-loving relatives of the Lacuni attack with slashing and spinning strikes and should be dealt with from afar whenever possible. Explore the entirety of this area and inspect each of the numerous Frozen Mounds to glean everything you can while here.

The Fields of Slaughter are far larger than the Battlefields and require a more delicate approach. The three Demonic Ballistae are arranged around the massive Trebuchet in the center of the area. Many Blood Clan Warriors and Spearmen patrol these fields alongside the Herald of Pestilence. Winged Moloks swoop down and attack in flocks with their claws while their cousins, the Demonic Hellflyers, bombard the area from above.

Hell Bringers

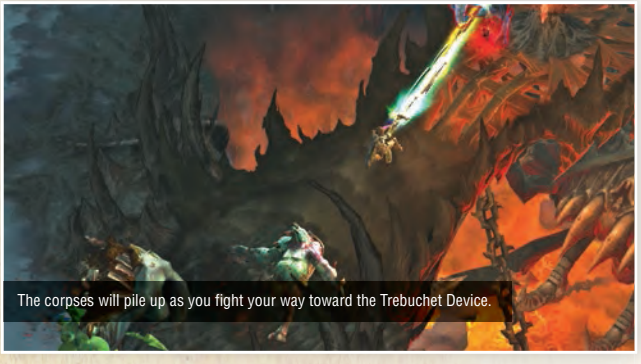
Beware of the stationary device-type demons known as Hell Bringers. They are often accompanied by traps that spring as you get near, but the real hazard is when the Hell Bringers open up and reel you in from afar, allowing nearby enemies to surround you. They have very low HP and can be slain quickly. They rarely drop loot and don't inflict much damage, but are a nuisance nonetheless and should be dealt with accordingly.

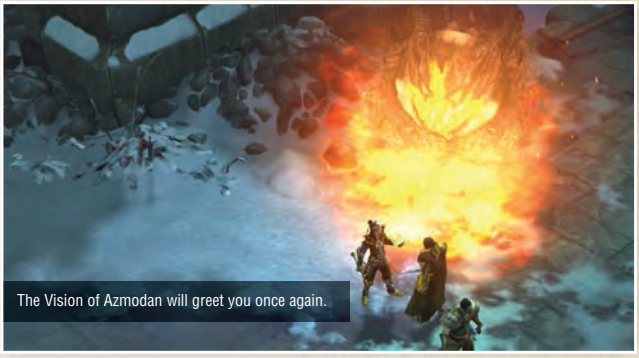
The Demonic Ballistae are each massive siege weapons designed to fire arrow-like projectiles. Clear the area surrounding each Demonic Ballista of enemies, then launch your attack on the siege weapon. The Demonic Ballista poses no threat at close range, but does have a significant amount of HP. Continue attacking it until it has been destroyed [4], then repeat this pattern to destroy the two remaining Demonic Ballistae.


The Demon Hunter's Rapid Fire skill makes quick work of a Demonic Ballista.

The gargantuan Trebuchet occupies much of the large pit in the center of the map. Its controls—the Trebuchet Device—are mounted at the end of a short overhang that juts out above it from the southwest corner of the pit. Perform a series of gradual approaches in a sweeping pattern to eliminate all of the Demonic Tremors and Blood Clan Warriors in the area before tackling the Catapult Guards (promoted Blood Clan Warriors). Fight your way up the skinny approach and destroy the Trebuchet Controls to put it out of commission [5].

With the siegecraft destroyed, it's time to continue on toward Rakki's Crossing. This lengthy bridge—much larger than the Bridge of Korsikk—lies to the northeast, beyond the most distant Demonic Ballista [6]. Tyrael stands on the near side of the crossing, awaiting your arrival. Speak with him to learn of your next maneuver [7] **Quest Complete.**


The corpses will pile up as you fight your way toward the Trebuchet Device.


The Vision of Azmodan will greet you once again.

"It has been too long since I felt the thrill of battle myself."

– Tyrael

QUEST

SIEGEBREAKER

OBJECTIVES

1. Find the demon gate at the Edge of the Abyss.
2. Kill the Siegebreaker Assault Beast.
3. Talk to Adria near the demon gate.

COMPLETION REWARDS

HERO	GOLD	XP
All Classes	-	-

*Based on Normal difficulty.

With Tyrael by your side, the time has come to bring the battle directly to Azmodan. Rakkis Crossing spans a mighty divide and leads directly to the Edge of the Abyss, not far from Arreat Crater, but it boasts the greatest concentration of hellspawn in this region. The bridge is in ruins, but still stands. Raise arms and fight across it to enter the Edge of the Abyss.

RAKKIS CROSSING

SOURCES OF LOOT

Crates
Rarity ★

Charred Crate
Rarity ★

Dead Beast
Rarity ★★

Sturdy Barrel
Rarity ★

Chest
Rarity ★★★

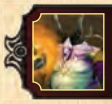
Dead Guardsman
Rarity ★★

Scorched Barrel
Rarity ★

Smoldering Armor Rack
Rarity ★★

Resplendent Chest
Rarity ★★★★

NEW MINIONS OF HELL



Blood Clan Sorcerer

Normal	25	Nightmare	45
Hell	58	Inferno	63

CRAZY CLIMBER

Look for Private James near the base of the watchtower on the left. If he's there, he'll ask you to bring a spyglass to his lieutenant at the top of the tower. Climb the stairs and battle past the Demonic Hell Bearer to Lieutenant Gryffith at the top. This is a quick event that nets you a nice reward of gold and XP.

BRIDGE STORES

Smash through a door to find the Bridge Stores, then head down the stairs to speak with Vidar the Collector and browse his wares. Alternatively, you may see a Guardsman crawl from the Bridge Stores on his hands and knees, only to die after uttering a final warning. Descend the stairs to see what you may find. Some will encounter a pack of Blood Clan Warriors. Others may simply find a number of Dead Guardsman, along with a supply barrels and crates. Either way, there's a chance to find lots of gold in this small side-area.

THE UNDERBRIDGE

Look for the entrance to this small dungeon near the Waypoint. Here, you'll likely discover a Resplendent Chest and numerous other sources of loot. It's not unheard of to encounter a Treasure Pygmy in this area, as well, making the total haul quite considerable. Before you go smashing crates and opening chests, check to see if there's also a Fortune Shrine present. If so, procure a blessing first to increase the amount of gold you'll recover!

BLAZE OF GLORY

Captain Haile can sometimes be found halfway in the middle of Rakkis Crossing, bracing for another demon assault. Help him repel the attack. The battle lasts about 45 seconds and features several Demon Troopers, Winged Moloks, and a Demonic Hell Bearer. Focus on the Demonic Hell Bearer as soon as it appears, trusting Tyrael and Captain Haile to watch your back. Finish off the remaining demons and talk to the captain to claim your XP and gold reward.

The Edge of the Abyss is straight ahead, on the far bank of Rakkis Crossing. Together with Tyrael you must fight your way across the crumbling, burning bridge. Rakkis Crossing is under heavy assault by the Blood Clan, as well as the Demonic Hell Bearers, standard Demon Troopers, and Colossal Golgors you fought previously. The action is intense, and the enemies numerous, so proceed slowly and keep the opposition in front of you at all times.

The one new enemy to appear in this area is the Blood Clan Sorcerer, a mage capable of buffing his fellow demons with the Blood Boost ability. This increases all of the affected demon's physical traits, making it much harder to defeat. Enemies benefitting from the Blood Clan Sorcerer's Blood Boost appear cloaked in a swirling orange aura. Target the Blood Clan Sorcerer at once to limit the number of enemies it buffs.

Shut off the supply of Blood Boost by taking out the Blood Clan Sorcerer first!

The war-torn remains of Rakkis Crossing contain countless Scorched Barrels and Charred Crates to plunder. These wooden containers may be burnt on the outside, but there's plenty of valuable loot tucked away within. You'll also find several piles of burning debris. Don't let these smoldering timbers keep you from investigating the many small rooms built into the structure of Rakkis Crossing. Smash through and see what's inside. You may even find a chest or piece of lore!

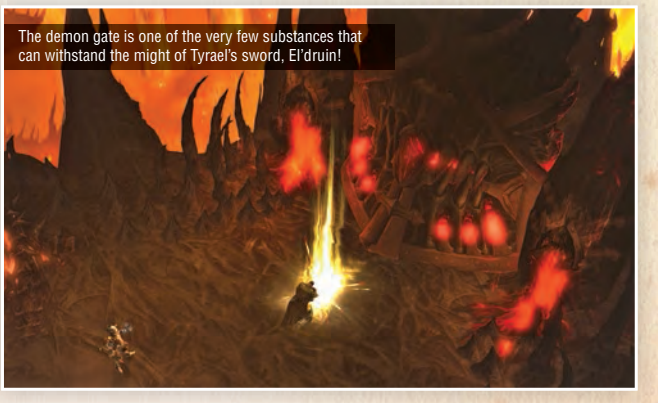
Take the Stairs!

Many of the stairs found on either side of the bridge merely lead to a small room or a collapsed ledge on an upper level. These stairs may not go anywhere, but they can be of strategic importance. Retreat halfway up the stairs whenever you begin to feel overwhelmed by the demons present. This will force them to line up to reach you, and avoids the possibility of being surrounded.

Make your way to the burning barricade at the end of the viaduct and head left down the stairs into what remains of the interior. Continue to battle past the burning ruins of Rakkis Crossing to the Waypoint in the distance. Descend the stairs to the right of the Dead Beasts and wind your way around the pit and up the stairs on the other side. Proceed north across Rakkis Crossing and enter the Edge of the Abyss **[1]**.

EDGE OF THE ABYSS

Make your way across the barren plateau to the demon gate. Tyrael will use his sword, El'druin, in an attempt to shatter the demon gate, only to watch it remain shut. That is, until the Siegebreaker Assault Beast bursts through. This monstrous demon must be killed before you can proceed **[2]**.



The demon gate is one of the very few substances that can withstand the might of Tyrael's sword, El'druin!

SIEGEBREAKER ASSAULT BEAST

LIVING SIEGE ENGINE OF HELL

Cain: "The siegebreaker is a monster of legends—of nightmares, and thin whispers in the dark. It is the most prized champion of the demon lords because its massive size and strength could turn any battle in its favor. I wish I knew more, but alas… all who have seen it have perished."

MODE	LEVEL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	27	25,110-25,947	170	Three-Hit Mini Charge, Leg Stomp, Charge, Grab & Throw	-	-
Nightmare	47	519,000-536,300	620	Three-Hit Mini Charge, Leg Stomp, Charge, Grab & Throw	-	-
Hell	59	4,793,250-4,953,025	1450	Three-Hit Mini Charge, Leg Stomp, Charge, Grab & Throw	-	-
Inferno	63	22,949,760-23,714,752	1600	Three-Hit Mini Charge, Leg Stomp, Charge, Grab & Throw	-	-

The Demonic Hell Bearers are just one variety of the many siege beasts Azmodan has in his army, a front-line unit that could be risked on the open battlefield. The Siegebreaker Assault Beast, however, is different. This high value unit is as rare as it is powerful, and is used only in the most critical of situations. The Hero and Tyrael should be honored that Azmodan has deemed them worthy.

The Siegebreaker's entry into the Edge of the Abyss demonstrates its significant power and should be all the cue you need to give it a wide berth. Its primary attack is a three-hit mini-charge, consisting of a trio of quick arm swipes that can inflict critical damage. The Siegebreaker performs this attack only when the Hero is within melee range.

Watch for the Siegebreaker to rear back on its hind legs and let out a lengthy roar. This is your signal to retreat! It stands on its hind legs for a few seconds, then forcefully slams the ground, dealing AOE damage over a wide radius.

The leg stomp isn't the only attack the Siegebreaker broadcasts. The beast will also rush directly at the Hero immediately after kicking the dirt for traction. This charge is both fast and deadly and must be avoided. All classes should equip an evasive skill that aids in dodging an attack of this sort. Consider the Barbarian's Sprint, the Demon Hunter's Vault, or the Wizard's Teleport. Those with a very high Dodge Chance or Block Chance rating have an added layer of protection, but one that is not foolproof. The best course of action is to stick to the perimeter and bait the Siegebreaker into charging headfirst into a wall or other obstacle. This gives you the chance to attack as it recovers.

The Siegebreaker is surprisingly agile for its size, but it's possible to keep away from it by running around the perimeter and using the pillars for cover. This is especially important when injured. There are no Healing Wells in the area, but each of the Heroes can stay safely out of the Siegebreaker's reach while waiting for their health potion cooldown to end or for their Life to regenerate.

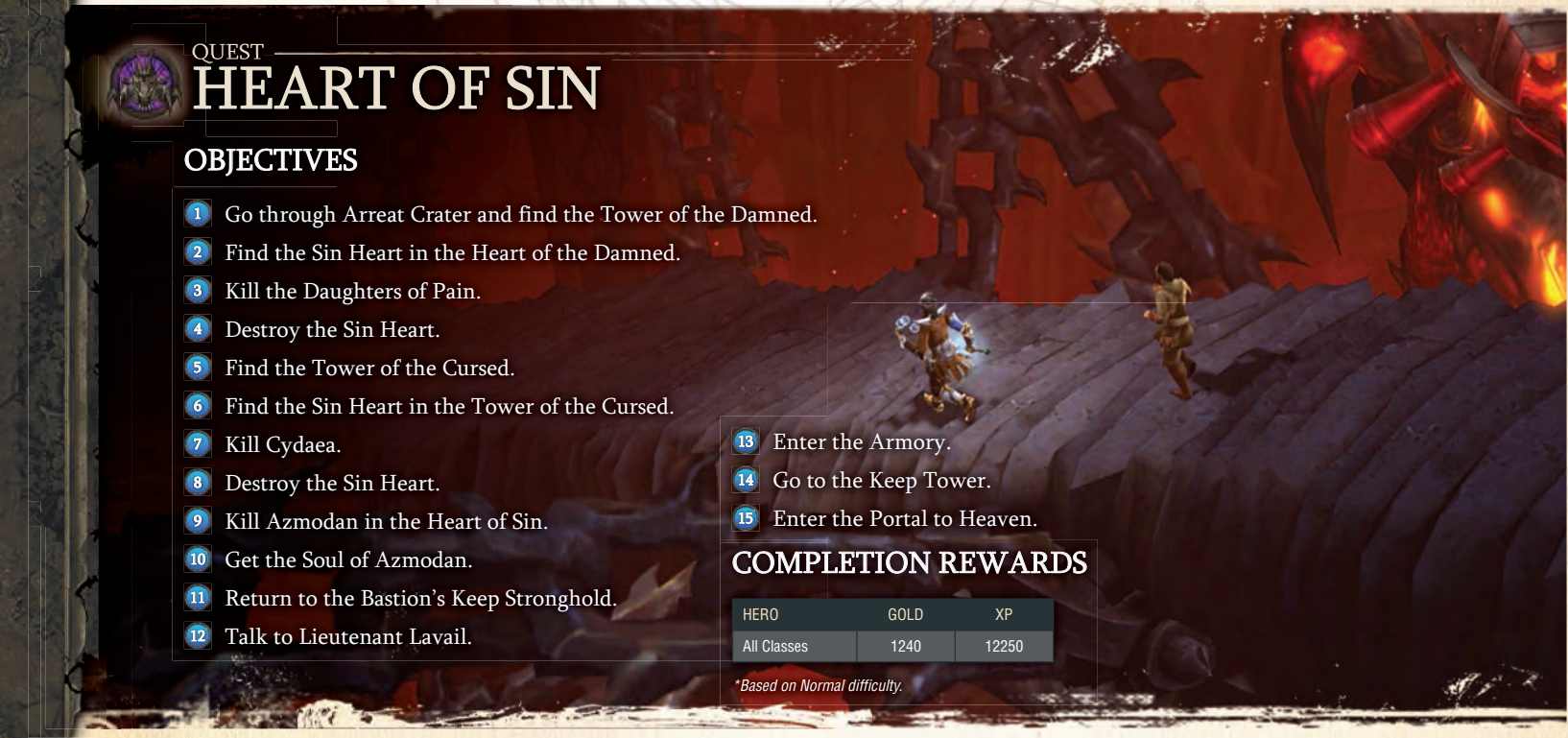
The Siegebreaker is immune to Knockback, but can be Slowed or Stunned. Hit it with your highest single-target DPS attacks, preferably those with a rune that adds a chance to Stun or Slow. Skills that inflict AOE damage over time aren't very effective given the Siegebreaker's tendency to charge. It's wise to Stun this enemy prior to attacking or else you'll be subjected to its grab and throw maneuver—the Siegebreaker quickly grabs hold of the nearest player, unleashes a spit-filled roar, and forcefully slams the player into the ground.

The beast's only way of attacking you at range is with its telegraphed charge attack. Long range DPS attacks such as the Wizard's Frost Ray are particularly useful, but even shorter or less potent attacks like the Barbarian's Weapon Throw and the Monk's Wave of Light can work well, too.

Collect the loot and follow Tyrael to the demon gate where Adria awaits. She has travelled to the Edge of the Abyss to spread the news of the Sin Hearts within Arreat Crater **[3] Quest Complete.**

ARREAT CRATER

Arreat Crater is the epicenter for Azmodan's assault on humankind. The crater is a multi-level cavern spiraling down within the bowels of the northern mountain that shares its name. Arreat Crater contains the Towers of the Cursed and Damned, home to the Sin Hearts and Azmodan's sultry concubine. The Hero treads onward alone, deeper into the crater and one step closer to Hell itself.



QUEST

HEART OF SIN

OBJECTIVES

1. Go through Arreat Crater and find the Tower of the Damned.
2. Find the Sin Heart in the Heart of the Damned.
3. Kill the Daughters of Pain.
4. Destroy the Sin Heart.
5. Find the Tower of the Cursed.
6. Find the Sin Heart in the Tower of the Cursed.
7. Kill Cydaea.
8. Destroy the Sin Heart.
9. Kill Azmodan in the Heart of Sin.
10. Get the Soul of Azmodan.
11. Return to the Bastion's Keep Stronghold.
12. Talk to Lieutenant Lavail.
13. Enter the Armory.
14. Go to the Keep Tower.
15. Enter the Portal to Heaven.

COMPLETION REWARDS

HERO	GOLD	XP
All Classes	1240	12250

**Based on Normal difficulty.*

Leah's vision of twisted, demonic towers housing each of the two Sin Hearts is most unsettling. Tyrael believes Azmodan must have dredged these massive, beating organs up to power his army in the war against mankind. Before taking on Azmodan, the Hero must first battle through the towers and destroy the Sin Heart entrenched in each core. Only then will the path to the Core of Arreat—and Azmodan—be revealed.

NEW MINIONS OF HELL

Blood Clan Occultist
Normal 28 Nightmare 48 Hell 59 Inferno 63

Blood Clan Impaler
Normal 28 Nightmare 48 Hell 59 Inferno 63

Blood Clan Mauler
Normal 28 Nightmare 48 Hell 59 Inferno 63

Demonic Serpent
Normal 28 Nightmare 48 Hell 59 Inferno 63

Tormented Stinger
Normal 28 Nightmare 45 Hell 58 Inferno 63

Hulking Phasebeast
Normal 28 Nightmare 48 Hell 59 Inferno 63

Succubus
Normal 27 Nightmare 47 Hell 59 Inferno 63

Stygian Crawler
Normal 28 Nightmare 48 Hell 59 Inferno 63

Hellhide Tremor
Normal 29 Nightmare 49 Hell 60 Inferno 63

Soul Lasher
Normal 27 Nightmare 47 Hell 59 Inferno 63

Bloated Malachor
Normal 28 Nightmare 48 Hell 59 Inferno 63

SOURCES OF LOOT

Pile of Bones
Rarity ★

Chest
Rarity ★★★

Demonic Vessel
Rarity ★

Resplendent Chest
Rarity ★★★★

Infernal Cocoon
Rarity ★★

Messenger of Azmodan
Rarity ★★★

Arreat Crater, Level 1

Demonic Serpents erupt from underfoot and send the Hero flying into the air!

The Blood Clan residing within Arreat Crater are upgraded versions of those you fought en route to this place. The Blood Clan Impaler and Mauler represent the ranged and melee versions, respectively. Similarly, the Blood Clan Occultist is an enhanced version of the Blood Clan Sorcerer you faced on Rakkis Crossing, complete with the Blood Boost ability. Though dangerous, these are not the creatures you need fear the most.

The Wizard's Wave of Force skill can instantly repel the Tormented Stingers.

It's vitally important to equip a skill that can get you out of a trapped position, either via relocation or by quickly repelling the demons around you. The scurrying, ferocious Tormented Stingers attack by the dozen and will instantly swarm you, seeking to hold you in place. These scorpion-like creatures possess a bite far worse than their pint-sized form suggests and they are positively lethal en masse. Similarly, the Demonic Serpents will spring forth underfoot, swallow you whole, and may spit you from one to another, leaving you with barely any time at all to escape.

The Wizard's Wave of Force skill works especially well against the Tormented Stingers, as does the Barbarian's Hammer of the Ancients paired with the Thunderstrike rune, which stuns all nearby enemies for 3 seconds whenever a fatal blow is delivered. For a more proactive approach, try using the Witch Doctor's Wall of Zombies skill to set up a line of defense in front of the encroaching Tormented Stingers.

Waypoint to Healing

Use the nearby Waypoint to return to Bastion's Keep Stronghold for a free blessing from Brother Andreus the Healer. This not only spares a health potion, but also allows you to avoid waiting for the Town Portal to be conjured.

Arreat Crater Level 1 is a large area with many dead-ends, branching paths, and hazards. Watch out for the flame geysers that spread across the main path, as well as the Hell Bringers and Demon Summoners. It pays to have a rune or passive skill slotted that boosts the frequency of health globe drops and/or the percentage of Life recovered from health globes, as the combination of Tormented Stingers and Demonic Serpents can be overwhelming.

Continue northeast to the entrance to the Tower of the Damned **[1]**. Another Vision of Azmodan appears with a warning shortly before the entrance.

DUNGEON

TOWER OF THE DAMNED

The Tower of the Damned is a three-level spiraling construct and each floor is a gauntlet in design. There is typically only one path on each level that allows access to the central spire, which houses the stairs leading deeper into the tower and brings you closer to the Sin Heart. The halls of the Tower of the Damned are home to many of Azmodan's demons. They are led by his maiden, Cydaea, whose voice will beckon you onward.

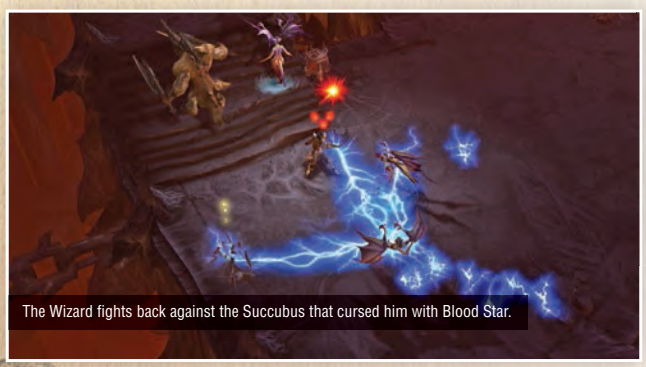
TOWER OF THE DAMNED, LEVEL 1

Descend the stairs to the central path and spiral your way around the perimeter to more steps leading down to the next level. The entrance to the stairs is in the 3 o'clock position and, unlike on other levels, can be reached from either direction.

Some of the enemies from Arreat Crater inhabit the Tower of the Damned, but the Hulking Phasebeast and Succubus are the main threats. The former can teleport directly behind you and attack with its twin axes at close range. It's important to use hit-and-run tactics or attack from afar, especially if you encounter a pack of Champion Hulking Phasebeasts.

It's wise to keep clear of the Hulking Phasebeast while under the effects of the Blood Star curse!

In contrast, the Succubus hangs back and fires homing projectile attacks that diminish the Hero with the Blood Star curse. This causes major status effects that vary according to class. Barbarians and Monks suffer 50% Armor reduction while the Witch Doctor, Wizard, and Demon Hunter classes incur damage equal to the casting cost of any skills they perform. The Blood Star curse typically lasts about 5 seconds, as indicated by the debuff icon above the action bar and the red sparkles above the Hero's head.



The Wizard fights back against the Succubus that cursed him with Blood Star.

TOWER OF THE DAMNED, LEVEL 2

You'll enter this level from the center spire. Follow the spiraling path as it radiates outward in a clockwise direction to reach the entrance to Level 3 at the 10 o'clock position.

The Infernal Cocoons in this area often have a stray Tormented Stinger within them, so be ready for more than gold in return as you strike them. The second level of the Tower of the Damned contains many of the same enemies as the upper level, though one could be forgiven for thinking the Soul Rippers have a greater presence here. Soul Rippers attack in packs, have a tremendous bite, and can use their tongues to grab their prey and pull themselves closer. It's very difficult to outrun them. Unleash an AOE attack centered on your position to rid this area of them.

HEART OF THE DAMNED

Cydaea continues to goad you forward, closer to her position near the Sin Heart. Follow the spiraling path down toward the bottom of the tower in a counter-clockwise direction. Beware of the Hell Bringers and flaming jets that line the walkway of this smaller level. Hell Bringers can suck you into a pack of Tormented Stingers if you aren't careful. Make your way around the perimeter to the 3 o'clock position to find the Sin Heart [2].

Cydaea leaves you to the mercy of the Daughters of Pain, a triumvirate of Succubi that hastily inflict their Blood Star curse on you [3]. Kill them as soon as you can, before the Blazing Ghouls clamber up the sides of the platform and swarm your position. Fend off the Blazing Ghouls as you destroy the Sin Heart and continue down the stairs to Arreat Crater Level 2 [4].

Kill the Succubi to lower the shield protecting the Sin Heart.

MINOR OBJECTIVE REWARD

GOLD: 305 **XP:** 2550

QUEST GUIDE

Rendezvous with the Maiden of Lust

Cydaea awaits your arrival near the Sin Heart, but isn't quite ready to give you her full attention just yet. Immediately attack her spider-like form while sidestepping her toxic projectiles. Cydaea may summon poisonous Spiderlings during the battle, but these can be killed quite easily. Stay on the move to dodge her web traps that slow you down, and hit her with heavy DPS attacks to quickly deplete her Life meter by one-third.

She'll flee after a set amount of time, absorbing up to about 50% damage to her Life and leaving you to fight a pack of Blazing Ghouls and Succubi. Resist the urge to unleash any massive AOE attacks on Cydaea and instead conserve the resource (and cooldown) for the enemies that attack after she leaves. This isn't the last you've seen of Cydaea.

Arreat Crater, Level 2

The second level of Arreat Crater is every bit as large, complex, and dangerous as the first. Cross the narrow bridge toward the Waypoint and into what is sure to be a suffocating mass of Soul Lashers, Blood Clan Impalers, and other nasties. Hellhide Tremors make their first appearance here, along with Stygian Crawlers. Hellhide Tremors are upgraded versions of the Demonic Tremors you encountered in the Keep Depths that pack a far more powerful punch! Similarly, the Stygian Crawler is a stronger, more deadly version of the Tormented Stinger.

If you've made it this far without having to ever run for cover or flee from your enemies, this is the time to start doing so. Running back in the direction you came helps to string enemies out and allows you to battle a more manageable number of foes at once. The combination of Demonic Serpents and Stygian Crawlers makes for a dangerous combination and one that you could easily fall victim to if you're not careful. Continue east across this area to the Tower of the Cursed [5].

The imposing Hellhide Tremor is best fought only after isolating it from other enemies.

Shields Up!

Watch out for enemies bearing the Shielding affix, as they can be quite difficult to defeat. Kill off all other nearby foes before engaging this variety whenever possible.

"I can feel the blood hemorrhaging from the Sin Heart… Oh, you will pay for this."

– Cydaea

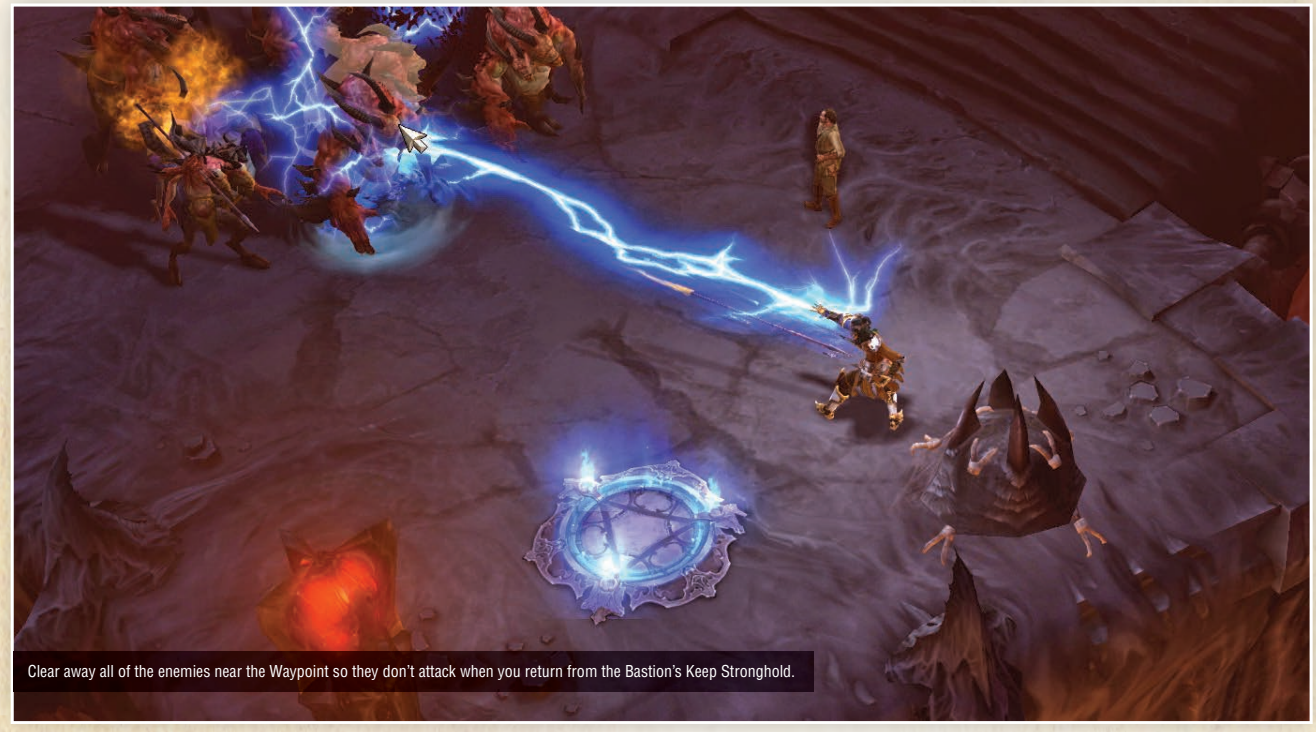
DUNGEON

TOWER OF THE CURSED

The Tower of the Cursed is nearly identical in design to the Tower of the Damned. This, too, is a three-level spiraling structure in which the floors each resemble a maze of short walkways, dead-ends, and small staircases. You can travel in only one direction on each level to access the central spire that houses the stairs leading deeper into the tower. The second Sin Heart lies in the Heart of the Cursed, at the very bottom of the tower.

TOWER OF THE CURSED, LEVEL 1

This floor is very similar to the first level within the Tower of the Damned. Here you'll encounter the same enemies, but with potentially many more melee-focused Blood Clan Maulers. Keep to the perimeter and make your way around the tower in a counter-clockwise direction to reach the path crossing to the center stairs in the 6 o'clock position.



Clear away all of the enemies near the Waypoint so they don't attack when you return from the Bastion's Keep Stronghold.

TOWER OF THE CURSED, LEVEL 2

Make your way clockwise around the edge of this level. Smash all the sources of loot along the way to hopefully stock up on Major Health Potions, as well as the gold you'll need for repairs and the purchase of additional potions. Despite the potion cooldown, you'll want to have at least six Major Health Potions heading into the Heart of the Cursed.

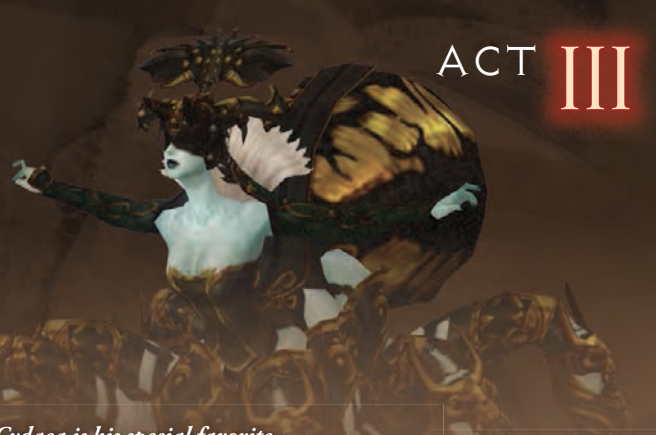
Cross to the center of the tower on the north side and descend the spiraling stairs to the entrance to the Heart of the Cursed.

HEART OF THE CURSED

The Heart of the Cursed contains a long and narrow walkway that circles the interior of the tower in a clockwise direction. There are neither enemies nor sources of loot in this area. Continue to the stairs leading down to the Sin Heart in the center, where Cydaea awaits [6]. She will not leave the battle unfinished this time, thus giving you the chance to kill her [7].

CYDAEA

MAIDEN OF LUST



Cain: "Though Azmodan is close to all of his lieutenants, Cydaea is his special favorite. The Maiden of Lust is both beautiful and grotesque in appearance, with the torso of a woman and the legs of a spider. Her voice is said to be as smooth as honey, but she only speaks words of death."

MODE	LEVEL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	28	29,010	-	Melee, Pain Bolts, Spider Pits, Web Trap	-	-
Nightmare	48	601,000	-	Melee, Pain Bolts, Spider Pits, Web Trap	-	-
Hell	59	4,793,000	-	Melee, Pain Bolts, Spider Pits, Web Trap	-	-
Inferno	63	22,949,000	-	Melee, Pain Bolts, Spider Pits, Web Trap	-	-

The Maiden of Lust revealed a mere handful of her attacks during your previous encounter. She has several more at her disposal. Although she will attack with melee strikes when the Hero is at close range, this is not her preference. Cydaea favors to attack using the poisonous pain bolts she emits from her torso or by shooting a patch of sticky webbing that covers the ground and slows those standing in the affected area.

Cydaea also periodically summons a number of Spiderlings to attack alongside her. These arachnids will explode and inflict minor poison damage once they get close to the Hero, but are not a severe threat.

Focus on avoiding the patches of sticky webbing and Cydaea's pain bolts while moving into position to either attack her at close range or to launch a ranged attack. Cydaea's relatively slow speed makes it possible to hit her with all manner of attacks, including those that inflict damage over time like the Barbarian's Earthquake skill and Witch Doctor's Acid Cloud.

Cydaea periodically retreats to the ceiling of the area and summons a number of spider pits. These green pits aren't toxic to the Hero, but do spawn large quantities of Spiderlings. Lead them on a short chase, then loop back and crush the lot of them with a powerful AOE skill. The Spiderlings are a source of health globes and can be easily slain. Cydaea will rejoin the fight within moments.

Cydaea may serve as Azmodan's closest lieutenant, but she is not on par with her master. Use her brief retreats to the ceiling to allow your high-powered DPS attacks to cooldown, then hit her with a barrage of strikes when she returns. Cydaea is susceptible to being stunned, slowed, frozen, or blinded, but cannot be knocked back. Monitor your Life meter, keep up the pressure, and victory will be yours in no time.

MINOR OBJECTIVE REWARD

GOLD: 610 **XP:** 6800

Gather up the loot Cydaea drops and destroy the Sin Heart [8]. Now it's time to go after Azmodan himself. Descend the stairs on left to reach the Core of Arreat.

Core of Arreat

The Core of Arreat has the same enemies as Arreat Crater Level 2, but is much smaller and far less of a maze. Fight your way across the Core of Arreat to the entrance to the Heart of Sin in the distance. Stop before the door and use the Town Portal to make one more visit to Bastion's Keep Stronghold to prepare for the battle ahead. There's no going back once you're inside the Heart of Sin, so make all preparations before leaving the Core of Arreat—stock up on health potions, make sure your gear is repaired, and consider your skill selection now (see our suggestions in the table below).

Heart of Sin

Descend the steps to the platform within the Heart of Sin, where Azmodan awaits. The time has come to kill the Lord of Sin **[9]**.

Azmodan

LORD OF SIN

Cain: "The Valorous manuscript lists Azmodan as the best battlefield commander of all demons, having defeated the angels many times in the Eternal Conflict across Pandemonium and the Prime Evils in the demonic civil war. If the Lord of Sin ever assaults our realm we truly have much to fear.

MODE	LEVEL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	28	48,350	3500	Melee, Falling Corpses, Globe of Annihilation, Belly Flop Knockback, Laser Attack, Summon Demon Troopers, Pools of Destruction	-	-
Nightmare	48	1,002,000	12,800	Melee, Falling Corpses, Globe of Annihilation, Belly Flop Knockback, Laser Attack, Summon Demon Troopers, Pools of Destruction	-	-
Hell	59	7,988,000	30,000	Melee, Falling Corpses, Globe of Annihilation, Belly Flop Knockback, Laser Attack, Summon Demon Troopers, Pools of Destruction	-	-
Inferno	63	38,249,000	32,000	Melee, Falling Corpses, Globe of Annihilation, Belly Flop Knockback, Laser Attack, Summon Demon Troopers, Pools of Destruction	-	-

SUGGESTED SKILL SELECTION: HERO LEVEL 29

CLASS	SKILL #1	SKILL #2	SKILL #3	SKILL #4	SKILL #5	SKILL #6	PASSIVE #1	PASSIVE #2	PASSIVE #3
Barbarian	Bash	Hammer of the Ancients	Sprint	Ancient Spear	Battle Rage	Call of the Ancients	Nerves of Steel	Inspiring Presence	-
Demon Hunter	Entangling Shot	Impale	Caltrops	Marked for Death	Sentry	Cluster Arrow	Steady Aim	Brooding	-
Monk	Way of the Hundred Fists	Wave of Light	Breath of Heaven	Exploding Palm	Seven-Sided Strike	Mantra of Evasion	Fleet Footed	Transcendence	-
Witch Doctor	Firebomb	Locust Swarm,	Summon Zombie Dogs	Sacrifice	Spirit Barrage	Gargantuan	Jungle Fortitude	Zombie Handler	-
Wizard	Electrocute	Ray of Frost	Teleport	Blizzard	Energy Armor	Explosive Blast	Evocation	Astral Presence	-

**The skills listed in the table above are merely a suggestion for beginning players. Each of these builds proved effective during our playthroughs, but there are many paths to victory. Experiment!*

The massive, multi-legged Lord of Sin and commander of the Burning Hells dominates the spacious Heart of Sin within Arreat Crater. For all his size and strength, Azmodan eschews physical brutality in favor of spell casting. This isn't to say he won't defend himself at close range. Those who move within striking distance will quickly feel the force of Azmodan's muscular arms as he performs a standard melee attack. Not only does this inflict damage, but it slows the Hero, as well. Those foolish enough to approach Azmodan head-on will often get knocked back by the Lord of Sin's powerful belly flop attack.

Azmodan's assortment of attacks grows as he takes damage. In addition to the melee attacks described, Azmodan has two others he uses right from the start: Globe of Annihilation and Falling Corpses. Watch for a red ring to appear on the floor and quickly exit the space to avoid getting hit by a shower of Falling Corpses. Azmodan also doesn't hesitate to throw large, fiery projectiles at the Hero. These massive fire globes track the player's movement, but explode after several seconds. Globes of Annihilation are a persistent threat—and his deadliest—but can be avoided if you just keep moving.

There are no Healing Wells in this area, so it's important to have a high Life Regen rate or buy some time running along the perimeter of the area to wait for the health potion cooldown to end. Pepper Azmodan with high DPS single-target attacks such as the Demon Hunter's Impale skill or the Wizard's Ray of Frost. Melee combatants can use hit-and-run tactics to keep from being slowed or knocked back.

Azmodan will incorporate two more attacks into his arsenal once he's below 75% Life, one of which actually helps you in a way. Beware of the powerful laser attack that is emitted from his eye. It cannot be interrupted, but is relatively easy to dodge provided you don't stand still. He also begins to summon special Demon Troopers known as Minions of Azmodan into the battle via Demon Gates that rise up from the floor. Watch for the small gray circles that appear on the ground, as these indicate the location of the next Demon Gate. Attack the Demon Gate to destroy them and cut off the influx of Minions of Azmodan into the arena. On the other hand, those in need of Life should consider allowing several of the Minions of Azmodan to spawn as a potential source for health globes.

It pays to equip a high-mobility skill for when Azmodan drops below 50% Life. This is when he begins to summon multiple Pools of Destruction. These massive black pools appear on the floor and spread overlapping one another and providing very little in the way of safe ground to stand upon. The Hero takes periodic damage whenever in one of these Pools of Destruction. Using skills like Sprint, Vault, and Teleport help to keep away from them and make it possible to quickly avoid the attack and resume the offensive.

Leah will use her powers to trap Azmodan's soul within the Black Soulstone.

Collect the massive amount of loot Azmodan drops and approach the shimmering orange sparkle that represents the Soul of Azmodan [10]. Leah, Tyrael, and Adria will arrive to contain the soul within the Black Soulstone. Use the Town Portal to return to Bastion's Keep Stronghold [11].

MINOR OBJECTIVE REWARD

GOLD: 1240 **XP:** 12250

BASTION'S KEEP STRONGHOLD

Talk to Lieutenant Lavail in the stronghold [12]. Head down the stairs near the Followers and Brother Andreus to check on Leah in the Armory [13]. The Armory is surprisingly empty, leaving only one place the others could have gone: the Keep Tower. Climb the stairs to the Keep Tower to witness the events that conclude this part of the story [14]. Enter the Portal to Heaven to begin the final Act [15] **Quest Complete.**

ACT IV

Dreadlands
Arreat Crater
Ivgorod
Bastion's Keep
Entsteig
Sharval Wilds
Gulf of Westmarch
Khanduras

Dry S
Kebjistan
Caldeum

GARDENS OF HOPE

With no choice but to follow Tyrael through the portal atop the Keep Tower, the Hero has travelled to the realm of angels, the High Heavens. Those who long ago sought to turn their backs on man will undoubtedly resist the Hero's efforts, but they are in no position to turn down assistance. Diablo, the Prime Evil himself, has amassed more power than ever before and has breached the sanctity of the Diamond Gates. He must be stopped before the Crystal Arch and all that the Angiris Council holds sacred are torn asunder.

QUEST

FALL OF THE HIGH HEAVENS

OBJECTIVES

1. Talk to Tyrael at the Diamond Gates.
2. Enter the Vestibule of Light.
3. Kill Iskatu and his minions.

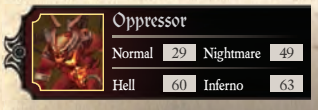
COMPLETION REWARDS

HERO	GOLD	XP
All Classes	620	7000

**Based on Normal difficulty.*

In seeking to trap the Lords of Hell within the Black Soulstone, Tyrael unknowingly placed the ultimate power in the hands of Diablo himself. The very species he gave up his wings to save from extinction has, in turn, given rise to the Prime Evil. The Diamond Gates lie in ruins and it is only a matter of time before all of the High Heavens meet the same demise. That is, unless the Hero can show what mankind is truly capable of…

NEW MINIONS OF HELL



Oppressor
Normal 29 Nightmare 49
Hell 60 Inferno 63

Subjugator
Normal 29 Nightmare 49
Hell 60 Inferno 63

Vile Temptress
Normal 29 Nightmare 49
Hell 60 Inferno 63

Bile Crawler
Normal 28 Nightmare 48
Hell 59 Inferno 63

Armored Destroyer
Normal 29 Nightmare 49
Hell 60 Inferno 63

Armaddon
Normal 29 Nightmare 49
Hell 60 Inferno 63

Warping Horror
Normal 28 Nightmare 48
Hell 59 Inferno 63

Mounted Armaddon
Normal 29 Nightmare 49
Hell 60 Inferno 63

Mallet Lord
Normal 30 Nightmare 50
Hell 60 Inferno 63

Spine Lasher
Normal 30 Nightmare 50
Hell 60 Inferno 63

Corrupted Angel
Normal 29 Nightmare 49
Hell 60 Inferno 63

Darksky Fire Demon
Normal 29 Nightmare 49
Hell 60 Inferno 63

Morlu Invader
Normal 28 Nightmare 48
Hell 59 Inferno 63

SOURCES OF LOOT

Vase
Rarity
★

Vile Lesion
Rarity
★

Demonic Vessel
Rarity
★

Impaled Angel
Rarity
★★

Weapon Rack
Rarity
★★

Chest
Rarity
★★★

Angiris Archive
Rarity
★★★

Angiris Emissary Corpse
Rarity
★★★

Exquisite Chest
Rarity
★★★★

THE DIAMOND GATES

Return to Bastion's Keep Stronghold

Use the Waypoints along the way or the Town Portal to return to Bastion's Keep Stronghold whenever you need to purchase potions, hire a Follower, or craft/buy new equipment. Keep in mind that the availability of the Town Portal is somewhat limited here in the High Heavens. We include notes throughout this chapter that alert you to places where preparations must be made before advancing.

Descend the steps and make your way past the Waypoint to where Tyrael is standing. Speak with Tyrael after Imperius leaves—Tyrael is all but paralyzed by the guilt he feels for having indirectly brought Diablo's wrath to the High Heavens [1]. You must go on without him. Enter the portal atop the dais to enter the Vestibule of Light [2].

Mortals such as you should hold their tongue until after Imperius leaves.

VESTIBULE OF LIGHT

Iskatu, one of Diablo's minions, is waiting for you in the Vestibule of Light and he's far from alone. Mobs of Shadow Vermin pour into the room and attack moments after you arrive. They can be beaten back with relative ease, provided you don't panic. Unleash your best assortment of AOE attacks and make certain to grab any health globes that are dropped. The Barbarian's Earthquake ability and the Wizard's Blizzard spell are capable of destroying dozens of Shadow Vermin in a single attack! Don't worry about trying to be precise or looking for the Shadow Vermin as they'll come to you from all directions. Just unleash a barrage of attacks and don't let up! Leave some health globes on the ground for when Iskatu joins the fight **[3] Quest Complete**.

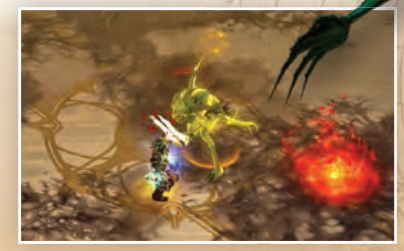
The Barbarian's Earthquake ability can take out 40 or more Shadow Vermin in a single attack!

It's not a bad idea to summon a Mystic Ally to aid the Monk in this battle on higher difficulties.

ISKATU

MINION OF DIABLO

Iskatu is just one of several unique demons you'll encounter in Act IV. This elite creature attacks with razor-sharp claw slashes. Iskatu also uses his Desecrator trait, igniting small areas on the ground and inflicting heavy damage whenever the Hero strays into the burning hotspot. It's best to pepper Iskatu with ranged attacks, or to use high DPS melee strikes, then quickly back away. Iskatu will disappear into a puff of smoke if you manage to escape its reach, only to phase out of the shadows within striking range. Shadow Vermin emerge from the shadow pools that appear on the ground—they are a great source of health globes!



MODE	LVL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	29	5570-6127	1800	Melee	Desecrator	-
Nightmare	49	115,000-127,000	6600	Melee, Shadow Phase, Terrorized	Desecrator	-
Hell	60	965,000-1,061,000	15,500	Melee, Shadow Phase, Terrorized	Desecrator	-
Inferno	63	3,824,000-4,207,000	16,000	Melee, Shadow Phase, Terrorized	Desecrator	-

QUEST

THE LIGHT OF HOPE

OBJECTIVES

1. Find Itherael.
2. Talk to Itherael.
3. Find the Library of Fate in the Gardens of Hope.
4. Enter the Library of Fate.
5. Kill Rakanoth.
6. Destroy Auriel's Prison in the Library of Fate.
7. Talk to Auriel in the Library of Fate.
8. Return to Gardens of Hope 1st Tier.
9. Find and destroy the Corrupt Growths to reveal the hidden Hell Rift portal in the Gardens of Hope 1st Tier.
10. Destroy the Rift Oculus in the Hell Rift.
11. Use Auriel's portal to leave the Hell Rift.
12. Enter the Gardens of Hope 2nd Tier.
13. Find and destroy the Corrupt Growths to reveal the hidden Hell Rift portal in the Gardens of Hope 2nd Tier.
14. Destroy the Rift Oculus in the Hell Rift.
15. Use Auriel's portal to leave the Hell Rift.
16. Find the portal to the Crystal Colonnade.
17. Talk to Tyrael.
18. Enter the Crystal Colonnade.

COMPLETION REWARDS

HERO	GOLD	XP
All Classes	945	9900

**Based on Normal difficulty.*

If Tyrael is going to allow his self-pity keep him from doing what he can to stop Diablo, then you'll have to do it yourself. By defeating Iskatu, you have shown that you have the strength and the will to defy Diablo's conquest of the High Heavens. But you need help. Auriel, the Archangel of Hope, is in need of rescue. Go to her and prove yourself once again.

VESTIBULE OF LIGHT

Collect the loot dropped by Iskatu and climb the stairs to the Waypoint where Itherael awaits [1]. Speak to Itherael to learn that the Archangel of Hope, Auriel, has been captured by the Lord of Despair [2]. Rakanoth has taken Auriel to the Library of Fate within the Gardens of Hope 1st Tier. Proceed through the archway beyond Itherael to begin the search for Auriel.

Gardens of Hope 1st Tier

Stay clear of the Oppressor's fire breath attack!

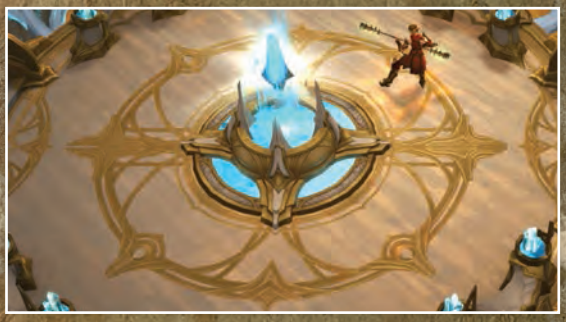
Rush to the aid of the Angel Troopers in the distance and set to attacking the fire-breathing Oppressor immediately. Bait it into attacking, then quickly sidestep its fiery exhalation and attack from the flank. Bile Crawlers in the area are relatives of the Soul Ripper you fought in Act III and can be killed rather easily with AOE attacks.

The Gardens of Hope 1st Tier is brimming with enemies of new and dangerous forms. Avoid the orange target-like circles that suddenly glow on the ground; these indicate where an Armored Destroyer is about to crash-land on the scene (or where a Darksky Fire Demon may be dropping a mortar bomb from above). Keep away from the Armored Destroyer's business end and chip away at its thick skin from the side.

Not all of the enemies in this area are as massive as the Oppressors and Armored Destroyers. The smaller Subjugators are fond of standing on the periphery of the battle while lobbing firebombs at you. Dodge their explosives and move in for the kill, but beware of their slashing melee attack. The Vile Temptress, an upgraded cousin to the Succubus, is another enemy that prefers to stand in the background and cast her attacks from afar. Avoid the swirling starburst projectiles to keep from being cursed with their Blood Star debuff! As with the Succubus you fought earlier, defeating any nearby Vile Temptresses should be your top priority, as it's very risky to take on the Oppressors or Armored Destroyers while suffering the effects of Blood Star.

Well of Blessings

The Gardens of Hope 1st Tier contains a most tranquil setting at the intersection of three descending staircases. Interact with the Well of Blessings in the center to receive a blessing similar to those attained from the traditional Shrines throughout Sanctuary. The Well of Blessings also restores lost health.



There's no getting past the corruption without first rescuing Auriel.

Have a potion ready in case you encounter Champion Subjugators with the Jailer-Desecrator combo!

Fight your way across the bridge to the Waypoint to the west, near the entrance to the Library of Fate [3]. You will not be able to use the Town Portal once inside, so either use the Waypoint or the Town Portal before entering if you need to return for additional Super Health Potions or equipment. Then enter the Library of Fate [4].

Library of Fate

The Library of Fate is where you'll find the Lord of Despair, Rakanoth. Descend the steps and proceed out into the center of the large ornamental room and kill Rakanoth [5].

In Need of Gold?

The battle against Rakanoth is not an easy one and you may find yourself low on gold with seemingly no possible way to buy more potions or better equipment, and without a way to repair the equipment you have. Fortunately, you have two options: First, you can leave the game, re-enter it later, and clear the Gardens of Hope 1st Tier again (it will repopulate with enemies and breakable sources of loot). Another option is to leave the game, switch to a different/new character, and play on another one of your account's characters. All Heroes on your account share the same gold and stash. Log back in with the Hero you are using now and spend the gold you earned with the other character.

Rakanoth

Lord of Despair

Cain: "In the beginning, Rakanoth served Andariel, the Maiden of Anguish, with efficient brutality—for his touch may open up many painful wounds. He was also the warden of Izual during many long years that the angel suffered in Rakanoth's own Plains of Despair, but he has quit his realm unexpectedly in recent times."

MODE	LEVEL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	29	5400	38,000	Blade Strike, Energy Blast, Summon, Eye of Judgment, Teleport	-	-
Nightmare	49	19,800	809,000	Fireballs, Blade Strike, Energy Blast, Summon, Eye of Judgment, Teleport	-	-
Hell	60	46,500	6,756,000	Fireballs, Blade Strike, Energy Blast, Summon, Eye of Judgment, Teleport	-	-
Inferno	63	48,000	26,774,000	Fireballs, Blade Strike, Energy Blast, Summon, Eye of Judgment, Teleport	-	-

Rakanoth may not be on the order of the Prime Evils, but he is no simple minion either. This beast is one of the most brutal of Diablo's servants, a true demon lord with a penchant for torture and a thirst for sadistic cruelty. Rakanoth wields two massive blades that have grown from the ends of his arms. He uses them to slash away at the Hero whenever in melee range, and is a very skilled and well-equipped physical combatant. Rakanoth will often teleport within melee range if his prey manages to slip beyond his reach. This teleport attack is often followed by a lethal strike in which Rakanoth spins and thrusts the blades downward into the Hero's back. There is no way to overstate the magnitude of this attack—it's imperative that you stay on the move to minimize the risk of receiving this deadly blow.

Rakanoth will also teleport to the center of the room and shoot Ice Bombs in a sweeping motion around the room. These projectiles doesn't extend to the Library of Fate's perimeter, so you need only back away from him to clear their range.

Rakanoth will periodically summon 2-3 Soul Devourers into the battle. These minions are a good source of health globes, but they are not mere fodder. Soul Devourers can quickly close in around the Hero and deliver Knockback blows with their lengthy tongue attack. Do your best to kill the Soul Devourers quickly while still keeping an eye on Rakanoth.

GARDENS OF HOPE 1ST TIER

You'll return to the Gardens of Hope 1st Tier in the center of the previously explored area, near the Corrupt Growth blocking access to the north. Strike this corruption several times to destroy it, but remain on your guard for the Bile Crawlers that often emerge from underneath the destroyed Corrupt Growth.

Destroy the corruption to explore the entirety of the 1st Tier.

The safest way to beat Rakanoth is with high DPS ranged attacks. Barbarians and Monks are advised to bring a Follower to the battle, as even with their Weapon Throw and Wave of Light skills, Rakanoth is very dangerous. Employ hit-and-run tactics to stay clear of Rakanoth's blades. Strike, back away to dodge his counterattack, then strike again. Whatever you do, don't stand toe to toe with Rakanoth!

It's important to select runes and/or passive skills that help to reduce the cooldown of at least one or two of your major attacks. Also, those who lack a high Life Regen rate or healing ability should consider enlisting the help of others whether it be a Follower, Call of the Ancients, Zombie Dogs, or a human ally. Rakanoth is susceptible to Chill, Freeze, and Slow and can therefore be crowd-controlled to a certain degree, but his teleporting ability can nullify this.

MINOR OBJECTIVE REWARD

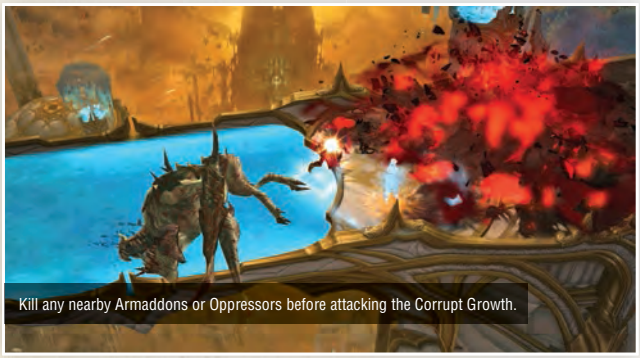
GOLD: 315 **XP:** 2700

Take a deep breath and collect the loot Rakanoth drops upon his death. Approach Auriel's Prison at the far end of the Library of Fate and click on it to destroy it [6]. Speak to Auriel to gain the ability to dispel the corruption that had blocked access to the other areas in the Gardens of Hope [7]. Use Auriel's portal to return to the Gardens of Hope 1st Tier, but not until you're absolutely ready as you may be thrust right back into a major battle [8].

The first of two Hell Rifts is located somewhere in the Gardens of Hope 1st Tier, under one of the patches of Corrupt Growth (typically in the southeastern corner of the area). Help the Hero continue to strengthen and level up for the inevitable showdown to come by fully exploring the entire area. Seek out all of the corruption and destroy every last bit of it as you sweep across the area. You'll likely encounter an inactive portal along the way; Auriel will fly down to remind you that you must close the Hell Rift before proceeding. If so, note its location and continue the hunt. Seek the Hell Rift portal and step through it **[9]**.

Angiris Archives

There's often an Angiris Archive near the Hell Rift portal. Take a moment to interact with the sword-shaped pedestal to retrieve the lore it contains.

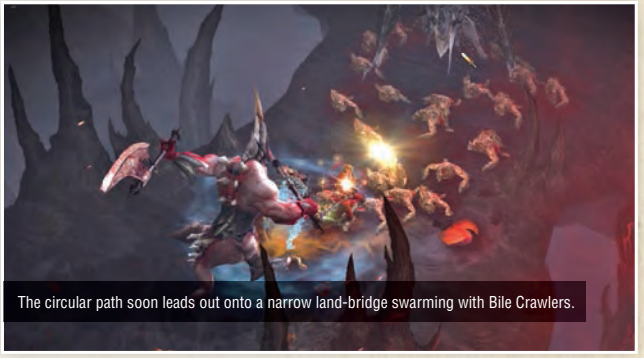


Kill any nearby Armaddons or Oppressors before attacking the Corrupt Growth.

Locate the Hell Rift portal beneath one of the Corrupt Growths.

HELL RIFT

The Hell Rift is a single floor mini-dungeon that contains a number of Mounted Armaddons (ridden by Subjugators), Warping Horrors, and Bile crawlers. Warping Horrors are a nastier version of the Hulking Phasebeast, capable of teleporting into position behind the Hero and quickly slashing with its twin axes. Advance slowly to avoid leading a trailing gang of enemies into a larger battle.



The circular path soon leads out onto a narrow land-bridge swarming with Bile Crawlers.

Continue to the rear of the Hell Rift to encounter the guardian of the Rift Oculus, a Mallet Lord by the name of Hammermash. This electrified creature has four giant arms that it slams downward onto the ground to deal devastating—and shocking—damage to all within the impact area. The Mallet Lord's slow windup leading to this overhead swing attack is your saving grace—it's both easy to spot and slow enough to be readily dodged.

Defeat Hammermash to have uninterrupted access to the Rift Oculus at the rear of the Hell Rift. Destroy the Rift Oculus as requested **[10]**. Auriel will appear in the Hell Rift and create a portal for you to use to return to the Gardens of Hope 1st Tier **[11]**. Once there, head north to the portal that leads to Gardens of Hope 2nd Tier **[12]**.

Strike Hammermash while its legs are on the ground, then back away when it starts to swing them upwards.

Strike the Rift Oculus several times to destroy it.

Auriel has activated the portal leading to the Gardens of Hope 2nd Tier and will join you there.

GARDENS OF HOPE 2ND TIER

The Gardens of Hope 2nd Tier always contains two of the four sigil rooms listed below (see note on next page).

HOLY SANCTUM

The Holy Sanctum contains a large pool covered by disappearing and reappearing floor tiles. Make your way across this platform puzzle to the far right-hand corner to find an Exquisite Chest. Armored Destroyers attack as you lock some of the tiles into place by stepping onto them. Avoid running across too many platforms at once or you'll draw an unmanageable host of enemies onto your tail. Those looking to squeeze the most XP out of every instance can try to lock every platform into position to draw out the maximum number of Armored Destroyers.

BLESSED CHANCEL

Fight to the stairs and head down to the square walkway below. It's a little too quiet! If there's an Exquisite Chest, open it and watch as numerous Demon Marauders and Shadow Vermin flood the area. Fend them off and fight your way back up the stairs to exit the sigil room. You'll likely face some tough enemies on the way back out, so don't let your guard down—a Rare Oppressor may even make an appearance.

SACELLUM OF VIRTUE

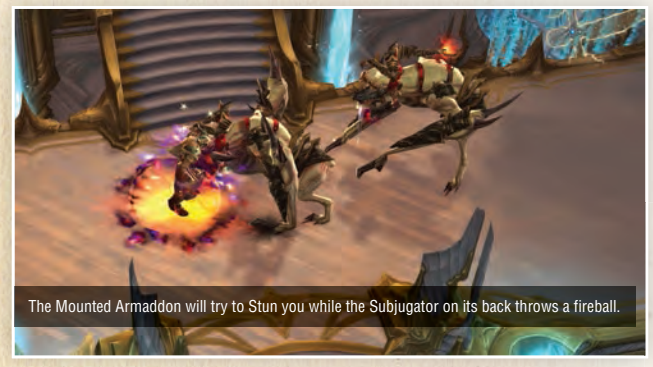
The Sacellum of Virtue features dozens of Demon Marauders and Oppressors fighting to keep you from possibly reaching an Exquisite Chest. The treasure is located at the rear of a square-shaped walkway. Pick a direction and methodically sweep around the perimeter in that direction toward the chest. Collect the loot and continue the fight in the direction you were travelling to clear the area of remaining enemies. This is a great place to gain a ton of XP and gold from enemies.

About the Sigil Rooms

The Gardens of Hope 2nd Tier always contains two of the four possible sigil rooms (Blessed Chancel, Holy Sanctum, etc.), but their locations are random. Search the perimeter of the area for stairs leading into one of the sigil rooms. The accompanying screenshot shows just two of the possible locations (as well as a third marking a possible Hell Rift location and fourth showing the portal to the Crystal Colonnade).

Auriel's portal lands you in the Gardens of Hope 2nd Tier, very close to a Waypoint. This is a great time to return to Bastion's Keep Stronghold and stock up on potions and salvage or sell the equipment you've recovered. Your task on the 2nd Tier is the same as it was in the earlier level: you must destroy the Corrupt Growths to uncover the hidden Hell Rift portal leading to the second and final Rift Oculus. This area of the Gardens of Hope is quite large and contains many possible locations for the Hell Rift portal.

The Armaddons encountered previously are not commonly sporting a rider. Beware that an Armaddon can Stun with its ground-pound attack and that killing a Mounted Armaddon ejects the Subjugator off of it and into the fray. Corrupted Angels also attack in this area; avoid their swooping pole-hammer attack.



The Mounted Armaddon will try to Stun you while the Subjugator on its back throws a fireball.

Make your way across the northern portion of the 2nd Tier in search of Corrupt Growth and the Hell Rift portal. There are also two optional sigil rooms hidden throughout the area. Angel Troopers will periodically swoop in to fight alongside you, but they provide little help against the Oppressors and Mounted Armaddons.

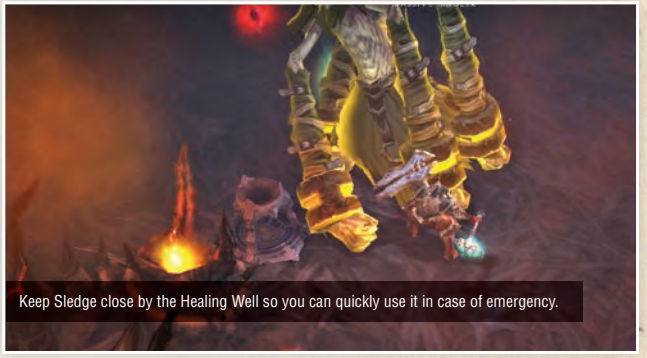
The Morlu Menace

Morlu Invaders will turn to ashen statues upon death. Shatter their ashen remains before they revive themselves. You won't get any loot or XP for killing them until after their ash statue form has crumbled.

The Hell Rift portal location on the 2nd tier is random. Search the complete area to reveal the entire map. This provides the best chance to find the two sigil rooms and possibly collect the Exquisite Chests from within them. Enter the portal to access the Hell Rift once you find it [13].

Hell Rift

This second Hell Rift is very similar in size and feel to the one you explored earlier. Fight to the rear of the Hell Rift where you will encounter another unique Mallet Lord named Sledge. Whereas Hammermash exuded lightning damage, Sledge may bear the Molten trait. Use ranged attacks to avoid coming in contact with the Molten foe; otherwise, space your assaults out to allow time to heal. There is often a Healing Well near the Rift Oculus and Sledge. Defeat Sledge, then set your sights on the Rift Oculus at the back of the Hell Rift [14].



Keep Sledge close by the Healing Well so you can quickly use it in case of emergency.

Auriel will meet you in the Hell Rift as she had done previously. Use the portal she opens to return to the Gardens of Hope 2nd Tier [15]. Seek out Tyrael and the portal to the Crystal Colonnade [16]. Talk to Tyrael about his change of heart [17]. Use the portal to enter the Crystal Colonnade [18] **Quest Complete.**

QUEST

BENEATH THE SPIRE

OBJECTIVES

1. Find Imperius at the Crystal Colonnade.
2. Enter the Gateway to the Silver Spire.

COMPLETION REWARDS

HERO	GOLD	XP
All Classes	-	-

*Based on Normal difficulty.

With Tyrael by his side, the Hero travels to the Crystal Colonnade and finds that Diablo's assault has spread to the Silver Spire. The Hell Rifts were not shut soon enough! The fight must continue, and not everyone has bought into the idea of trusting a human to save the High Heavens.

THE CRYSTAL COLONNADE

Head up the walkway with Tyrael to find a number of Angel Troopers battling an army of Oppressors. Imperius appears on the scene and smites the Oppressors with ease. He quickly flies away, warning the Hero and Tyrael not to proceed—they don't belong here [1].

Auriel and Itherael appear shortly after Imperius leaves and tells the Hero to pay Imperius no mind. The entrance to the Silver Spire lies directly ahead. Defeat the Shade Stalkers that appear, use the Waypoint to return for more potions if needed, and continue on **[2] Quest Complete.**

With Tyrael's assistance, the Shade Stalkers don't stand a chance.

"This is your fight, Nephalem. Your power is even greater than Tyrael foresaw."

– Auriel

THE SILVER SPIRE

The Silver Spire consists of two levels connected by a towering bridge known as the Great Span. Diablo's minions have made themselves at home throughout the sprawling floors of the Silver Spire, creating a most dangerous gauntlet that the Hero must navigate. All the while Diablo watches from above, sitting atop the Crystal Arch, waiting…

QUEST

PRIME EVIL

OBJECTIVES

1. Cross the Great Span on the Silver Spire.
2. Kill Izual.
3. Climb to the Pinnacle of Heaven in the Silver Spire.
4. Talk to Tyrael.
5. Go to the Crystal Arch.
6. Find Diablo.
7. Kill Diablo.
8. Kill the Shadow of Diablo.
9. Destroy Diablo.
10. Talk to Auriel and bring your quest to an end.

COMPLETION REWARDS

HERO	GOLD	XP
All Classes	1600	21,000

**Based on Normal difficulty.*

Imperius be damned! Tyrael and the Hero know they are the High Heavens' only hope. Together they ascend the Silver Spire, to the Crystal Arch at the top. They will put an end to Diablo's return, or they will die trying.

NEW MINIONS OF HELL

Terror Demon
Normal 29 Nightmare 49
Hell 60 Inferno 63

Morlu Incinerator
Normal 30 Nightmare 50
Hell 60 Inferno 63

Morlu Legionnaire
Normal 28 Nightmare 48
Hell 59 Inferno 63

Gloom Wraith
Normal 30 Nightmare 50
Hell 60 Inferno 63

Hell Witch
Normal 30 Nightmare 50
Hell 60 Inferno 63

Swift Slayer Demon
Normal 29 Nightmare 49
Hell 60 Inferno 63

Enslaved Nightmare
Normal 30 Nightmare 50
Hell 60 Inferno 63

Demonfire Nightmare
Normal 29 Nightmare 49
Hell 60 Inferno 63

SOURCES OF LOOT

Vase
Rarity
★

Infernal Cocoon
Rarity
★★

Tortured Angels
Rarity
★★

Weapon Rack
Rarity
★★

Angiris Repository
Rarity
★★★

Repository of Fate
Rarity
★★★

Vile Lesion
Rarity
★

Impaled Angel
Rarity
★★

Tormented Angels
Rarity
★★

Chest
Rarity
★★★

Auriel's Vault
Rarity
★★★

Exquisite Chest
Rarity
★★★★

Gateway to the Silver Spire

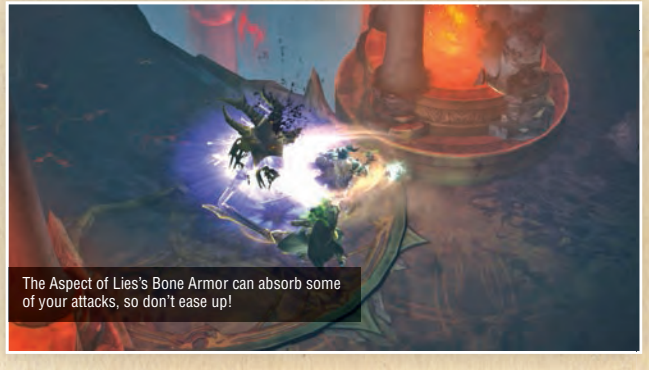
Lead Tyrael past the few Shade Stalkers in the area and out onto the bridge toward the ghost in the distance. The ghost will transform before your eyes into the Aspect of Terror, a Terror Demon not wholly unlike the Iskatu, the Oppressor you fought in the Vestibule of Light. The Aspect of Terror doesn't have the Desecrator trait, but can summon additional Terror Demons into the battle. There isn't much room to maneuver on the bridge, so attack hard and fast. Back away to get a view of the summoned Terror Demons (and to allow them to focus on Tyrael), then unleash an AOE attack to clean them up.

Hit the Aspect of Terror with a high DPS attack, but make room for Tyrael to get his shots in, too.

Fight past any Shade Stalkers that may appear beyond the Aspect of Terror and continue to the platform directly ahead. Interact with the lift to reach Silver Spire Level 1.

The Silver Spire Level 1

Talk to Mira Eamon's ghost to initiate the battle with the Aspect of Lies, a servant of Belial (this is randomized, so you may talk to another ghost and fight another Aspect). The Aspect of Lies isn't a Terror Demon, but a unique Demonfire Nightmare. The Aspect of Lies has enhanced Bone Armor, can teleport and summon Oppressors, and is Plagued. Fortunately, it doesn't pack much of a punch and can be defeated without much trouble provided you work fast. Attack as soon as it appears to avoid getting caught between it and a number of summoned Oppressors.



The Aspect of Lies's Bone Armor can absorb some of your attacks, so don't ease up!

The battle against the Aspect of Lies was just a small taste of what's to come on the Silver Spire. For starters, it's important to be careful where you walk on the Silver Spire. The floor is heavily cracked and the fissures sometimes sprout spikes, especially on the parallel bridges. Not all is harmful, though. The Tormented and Tortured Angels typically drop good loot, so be sure to set them free as you encounter them. They can be a relatively consistent source of Super Health Potions. Keep your eyes peeled for the rare Angiris Repository to claim "The Creation of Sanctuary" lore.

There are also several new enemies in this area. Morlu Incinerators are capable of calling down a Meteor attack, so avoid the red target area on the ground—give it a wide berth and take out the Morlu Incinerators at once! Both Morlu Incinerators and Morlu Legionnaires will revive themselves if you don't destroy their ashen statues, just as with their Morlu brethren in the Gardens of Hope. The other significant threat is the deadly combination of the Hell Witches and Mallet Lords. Hell Witches cast the hampering Blood Star curse, leaving Monks and Barbarians in no shape to withstand the Mallet Lord's powerful attack.

Try to avoid the red fissures in the floor when navigating the Silver Spire.

Evade the Meteor's impact zone and quickly move to attack the Morlu Incinerator before he calls in another strike.

Fight across the Silver Spire Level 1 toward the lift leading to the Great Span. Board the platform with Tyrael and ascend to the level above.

Steer clear of the Mallet Lord's namesake appendages when cursed with Blood Star.

THE GREAT SPAN

Take your time crossing the Great Span to the center platform, as a worthy foe awaits you there [1]. Tyrael's former lieutenant, Izual, stands between you and the upper level of the Silver Spire. You have no choice but to kill him [2].

Gather up the loot Izual drops and continue across the Great Span to the platform leading higher within the Silver Spire. Diablo's taunts are a sure sign that you are getting closer…

Behold the sharpness of Izual's bladed mace!

IZUAL

THE BETRAYER

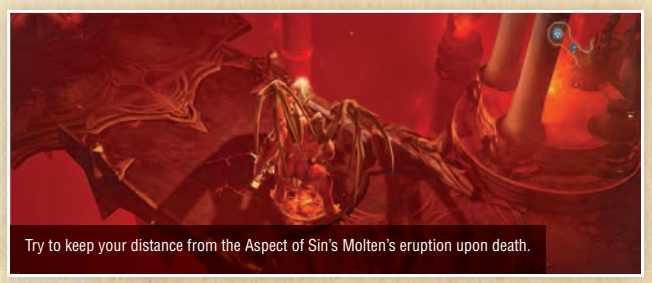
Izual is a unique Oppressor, but attacks with a Frozen blast instead of the fire breath common to typical Oppressors. Nevertheless, he still wields a powerful mace and can move around the arena quite swiftly. Use hit-and-run tactics to avoid the Frozen Bombs. Izual is aided by Oppressors, Swift Flayer Demons, and Corrupted Angels, making it all the more critical that you avoid being frozen—the Oppressors are all too anxious to thaw you with their fire breath! Attacks that leave a trail of fouled ground behind you work well, as does an evasive skill like Vault or Teleport. Lean on Tyrael for help with the lesser enemies while you focus on Izual, but keep an eye out for health globes dropped by slain foes.

MODE	LVL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	29	22,000	1800	Melee, Summon	Frozen	-
Nightmare	49	462,000	6600	Melee, Frost Nova, Summon	Frozen	-
Hell	60	3,860,000	15,500	Melee, Frost Nova, Summon	Frozen	-
Inferno	63	15,299,000	16,000	Melee, Frost Nova, Summon	Frozen	-

SILVER SPIRE LEVEL 2

The Ghosts of Past Events

Leah, Mira, and Captain Rumford aren't the only ghosts whose spirits can be used by the Prime Evils. The Aspects of Anguish, Pain, Hatred, and Destruction may also arise from the spirits of Maghda, Zoltun Kulle, Deckard Cain, or even Marius, a character from *Diablo II*. These various Aspects are always a unique form of another Act IV enemy, though often with a Molten or Electrocute trait.



Try to keep your distance from the Aspect of Sin's Molten's eruption upon death.

Kill the Morlu Incinerators around the circular holes in the floor before they can summon more Oppressors.

The ghost of Captain Rumford (or another ghost, see our note) stands before you on the bridge leading into the area. Watch as he turns into the Aspect of Sin, Azmodan's Legionaire. The Aspect of Sin takes the form of a unique Oppressor bearing the Molten trait. You have fought many Oppressors after making it this far and this one should be treated no differently. Slay the beast quickly before it enlists the assistance of the Demonfire Nightmares and Armored Destroyers in the area.

This second level of the Silver Spire is similar in appearance and design to the first, though of a uniquely random shape. Enslaved Nightmares attack in large numbers and inflict a Curse of Resistance that lowers your resistances by 50%. It's important to advance slowly and never retreat deeper into the area. Proceed gradually, grab the attention of a couple of enemies, and immediately fall back. Fast-moving escape skills will serve you well here, as will those that leave a trail of fouled ground or traps in your wake.

The Morlu Incinerators here will continue to cast Meteor attacks, but will also summon Oppressors from the circular pits common to the center of this area. Fight past the remaining enemies to the lift leading to the Pinnacle of Heaven **[3]**. The dangers of the Silver Spire are considerable, but it's worth collecting as much gold and potions as you can now. The only enemy left to fight after boarding the lift for the Pinnacle of Heaven is Diablo. You'll have time to prepare after speaking with Tyrael, but those who are close to gaining another level should seek out all the XP they can get in the Silver Spire, as leveling up can really help in the fight to come.

THE PINNACLE OF HEAVEN

Imperius and his Angel Troopers stand guard near the Crystal Arch, but are incapacitated during Diablo's attempt to extinguish the Crystal Arch's light. Tyrael is unaffected since becoming mortal and opens the gate to the Crystal Arch. Speak with him before making one more trip to Bastion's Keep Stronghold to prepare for the final battle **[4]**. Enter the Crystal Arch when you're ready to face your ultimate challenge **[5]**.

THE CRYSTAL ARCH

Climb the steps in the Crystal Arch to find where Diablo has been hiding **[6].** The time has come to put an end to Diablo's reign of terror once and for all [7].

Cain: "Diablo was the youngest of the Prime Evils, but I found him the most dangerous— for his power over terror left him incapable of feeling fear. Though he had easily possessed and corrupted many humans, Diablo's essence was finally trapped in a soulstone and banished to the unfathomable Abyss 20 years ago."

MODE	LEVEL	HP	XP	ATTACKS	TRAITS	RESISTANCES
Normal	30	127,000	925	Melee, Ring of Fire, Ground Stomp, Hell Spikes, Shadow Vanish Grab, Charge, Shadow Clones, Lightning Breath, Overdrive	-	-
Nightmare	50	2,688,000	3400	Melee, Ring of Fire, Ground Stomp, Hell Spikes, Shadow Vanish Grab, Charge, Shadow Clones, Lightning Breath, Overdrive	-	-
Hell	60	19,304,000	7750	Melee, Ring of Fire, Ground Stomp, Hell Spikes, Shadow Vanish Grab, Charge, Shadow Clones, Lightning Breath, Overdrive	-	-
Inferno	63	76,499,000	8000	Melee, Ring of Fire, Ground Stomp, Hell Spikes, Shadow Vanish Grab, Charge, Shadow Clones, Lightning Breath, Overdrive	-	-

SUGGESTED SKILL SELECTION: HERO LEVEL 31

CLASS	SKILL #1	SKILL #2	SKILL #3	SKILL #4	SKILL #5	SKILL #6	PASSIVE #1	PASSIVE #2	PASSIVE #3
Barbarian	Bash	Hammer of the Ancients	Sprint	Overpower	Weapon Throw	Call of the Ancients	Pound of Flesh	Bloodthirst	Superstition
Demon Hunter	Entangling Shot	Impale	Vault	Marked for Death	Cluster Arrow	Shadow Power	Vengeance	Steady Aim	Brooding
Monk	Exploding Palm	Wave of Light	Serenity	Mantra of Conviction	Way of the Hundred Fists	Mystic Ally	Transcendence	Chant of Resonance	Exalted Soul
Witch Doctor	Haunt	Firebats	Summon Zombie Dogs	Sacrifice	Spirit Barrage	Fetish Army	Jungle Fortitude	Spiritual Attunement	Zombie Handler
Wizard	Spectral Blade	Ray of Frost	Teleport	Blizzard	Storm Armor	Archon	Blur	Astral Presence	Cold Blooded

**The skills listed in the table above are merely a suggestion for beginning players. Each of these builds proved effective during our playthroughs, but there are many paths to victory. Experiment!*

The battle against Diablo consists of three phases, beginning with the Prime Phase. Diablo doesn't waste any time in demonstrating his awesome power. Those who stray within melee range will be subject to a base melee swipe (which can cause Curse of Destruction, a debuff that inflicts additional damage over time to the Hero and allies). Diablo has more powerful attacks at his disposal, though; many of them dealing with Fire. It pays to have a high Fire resistance or to equip a rune or passive skill that reduces non-physical damage, such as the Barbarian's Superstition passive skill.

PRIME PHASE

Diablo's ground stomp attack emits a large series of fireballs that radiate outward in all directions. This inflicts one-time damage, but does not set the Hero aflame, unlike the Ring of Fire attack. Step clear of Diablo's fire projectile, as it spawns a ring of flame on the ground. Standing anywhere within the circle of fire causes continued burning damage. These three attacks aren't terribly difficult to avoid as long as you pay attention and don't get greedy when going on the offensive. Wait for a powerful attack to cooldown, or for your resource to regenerate, then hit him fast and hard.

Watch for Diablo to raise his hands above his head, then look to see the circular shadows begin to form on the ground. These are the locations where his hell spikes will rise up and try to trap the Hero. Steer clear of these or you'll be stuck in the cage until Diablo teleports within range and grabs hold. Once in Diablo's grasp, the Hero suffers damage until being slammed into the ground, causing the Curse of Destruction debuff. Diablo typically raises about five hell spike cages in each instance. Weave between the shadows on the ground where the hell spikes will emerge and move in for the attack!

The Crystal Arch contains two Healing Wells, one on either side. Healing Wells have a 30-second cooldown, which is brief enough to allow you to successfully alternate between Healing Wells throughout the fight. We recommend staying clear of the middle area of the arena, where Diablo first appears, as it's easy to get trapped within that space. Watching the mini-map helps you to identify Diablo's location, but he has access to a charge attack that enables him to cover long distances in a flash. Don't be surprised if you suddenly find yourself with a towering beast bearing down on you!

Diablo can be controlled with attacks that Slow, Chill, Stun, or Freeze, but is immune to all other forms of crowd control. Stay on the move, hit Diablo with quick, high-DPS attacks, and focus on avoiding the hell spikes at all costs. Gradually drain Diablo of roughly 50% of his Life to send the battle into the second stage, the Terror Phase. Diablo will teleport to the Hero's location and the two then travel to the Realm of Terror where the Hero must defeat the Shadow of Diablo **[8]**.

TERROR PHASE

The Shadow of Diablo has access to all of the same attacks as displayed in the Prime Phase, but can now also summon Shadow Clones. These foes mimic the Hero's class and gender and attack with various skills available to that class (not necessarily the ones you have equipped). Diablo will disappear right before summoning the Shadow Clones and reappear once they've been defeated. Shadow Clones have far less Life than you do and can be slain without much trouble.

The battle against the Shadow of Diablo places an emphasis on agility, the ability to increase the frequency of health globes, and an adeptness at making your health potions last. The hell spikes can be difficult to spot before they rise thanks to the darker ground within the Realm of Terror, thus making it more likely that you'll fall into the Shadow of Diablo's grasp. Do not turn your back on the Hooded Nightmares, as their Curse of Rust will make it far harder to survive the Shadow of Diablo's attacks. Summon a pet or use a spell like Mystic Ally, Call of the Ancients, or Sentry to chip away at Shadow of Diablo's HP while you eliminate the others. The Shadow of Diablo will disappear and call upon Shadow Clones each time he loses a third of his Life. Kill the Shadow of Diablo to return to the Crystal Arch for the final, Ultimate Phase.

ULTIMATE PHASE

Diablo has only half of his Life for the third and final phase of the battle, but he has two new devastating attacks at his disposal. For starters, he now operates on overdrive and casts each of his attacks at an increased frequency, including the hell spikes, ground stomp, and others. It's not uncommon for Diablo to cast multiple rings of fire in quick succession, in an overlapping pattern. He can also raise more hell spikes than in the Prime Phase.

Diablo's deadliest attack is, by far, his lightning breath. Watch for him to lean back and take a deep breath, as the lightning breath he exhales is capable of inflicting severe damage. Make no mistake, this attack can kill the Hero instantly if not properly guarded against non-physical damage. Diablo will rotate slowly in place, emitting this energy beam in a sweeping motion across a 180-degree swath of the Crystal Arch. If you can teleport behind Diablo and attack him during this attack, do so. Otherwise, your only safe recourse is to flee!

Continue to rely on the Healing Wells and focus on attacking in between bouts of the lightning breath and hell spike attacks. Keep up the pressure and you'll eventually knock Diablo to his knees, allowing you to slay the Prime Evil with a final death blow **[9]**.

Collect the loot Diablo drops and relish in the satisfaction of knowing that you alone were able to kill the Lord of Terror and return the light to the High Heavens. Speak with Auriel to end your journey **[10] Quest Complete.**

ARTISANS & CRAFTING

Traditionally, upgrading equipment in the *Diablo* series hinged on amassing huge piles of glittering loot. This is true in *Diablo III*, as well. In previous games, however, upgrades came primarily from monster drops: you equipped your character with better found items, sold off your unused loot, and used the proceeds to buy new items from town merchants—sturdier helms, more impenetrable armor, sharper weapons, and so forth. You can still do this in *Diablo III*, but the game also provides a new way to acquire a better arsenal.

THE CRAFTING SYSTEM

Here's how it works: In Act 1, you meet a blacksmith named Haedrig Eamon. Haedrig can "salvage" any of the unwanted Magic, Rare, or Legendary gear you've collected. He breaks it down into raw materials that can be used to craft newer, better equipment, but you can't do the crafting yourself. Only Haedrig can do the job, and it costs you gold, as well as the salvaged materials.

Once met, Haedrig joins your "caravan," the personal entourage that accompanies the Hero from base to base. Later, in Act 2, you meet another artisan, Covetous Shen the Jeweler. For a price, Shen can combine lesser gems into more powerful ones that you can insert into socketed equipment to boost specific stats. Shen also joins your caravan, giving you another great resource for upgrading your stuff.

When you first meet each artisan, his respective list of "recipes" (blacksmith plans or jeweler designs) is quite limited. To get new, higher-level recipes you must train up your artisans to higher ranks. But this training requires a healthy investment of gold. In addition, after the first few rank increases, artisan training also calls for special Pages of Blacksmithing for Haedrig and Pages of Jewelcrafting for Shen.

"World Drop" Recipes

A number of Legendary plans are found only as "world drops" (items dropped by slain monsters or recovered from other loot sources). You must find and deliver these to your artisans; they can't learn them through training alone.

THE CRAFTING MATERIALS

Again, Haedrig the Blacksmith can salvage Magic, Rare, or Legendary gear, converting it into raw crafting materials. The quality of material generated by salvaging matches the quality of the item salvaged: Magic items (blue lettering) yield Magic crafting materials; Rare items (yellow) yield Rare crafting materials; and Legendary items (orange) yield Legendary crafting materials.

The following is a list of the crafting materials available in each of *Diablo III*'s four difficulty modes.

CRAFTING MATERIALS: NORMAL

The following crafting materials can be acquired when playing *Diablo III* on the Normal difficulty setting.

SUBTLE ESSENCE
Obtained by salvaging Magic weapons and armor in Normal mode.

FALLEN TOOTH
Obtained by salvaging Rare weapons and armor in Normal mode.

CRAFTING MATERIALS: HELL

The following crafting materials can be acquired only when playing *Diablo III* on the Hell difficulty setting.

WISHFUL ESSENCE
Obtained by salvaging Magic weapons and armor in Hell mode.

ENCRUSTED HOOF
Obtained by salvaging Rare weapons and armor in Hell mode.

CRAFTING MATERIALS: NIGHTMARE

The following crafting materials can be acquired only when playing *Diablo III* on the Nightmare difficulty setting.

SHIMMERING ESSENCE
Obtained by salvaging Magic weapons and armor in Nightmare mode.

LIZARD EYE
Obtained by salvaging Rare weapons and armor in Nightmare mode.

CRAFTING MATERIALS: INFERNO

The following crafting materials can be acquired only when playing *Diablo III* on the Inferno difficulty setting.

EXQUISITE ESSENCE
Obtained by salvaging Magic weapons and armor in Inferno mode.

IRIDESCENT TEAR
Obtained by salvaging Rare weapons and armor in Inferno mode.

FIERY BRIMSTONE
Obtained by salvaging Legendary weapons and armor in Inferno mode.

THE ARTISANS

Each artisan has a particular specialty. Haedrig the Blacksmith can salvage unwanted gear and craft powerful new armor and weapons. Covetous Shen the Jeweler can combine lower-quality gems to produce a higher-quality cut; he can also remove gems from sockets so you can re-use gems over time.

TRAINING THE ARTISANS

Each artisan starts as an Apprentice with low-level crafting recipes. The quality of crafted items available improves as you train your artisans up to higher ranks—to Journeyman, Adept, Master, and beyond. Every artisan training rank upgrade costs gold and, eventually, special Pages or Tomes of Training. These Pages/Tomes drop from slain monsters or from smashed loot sources (chests, barrels, etc.), but only when playing *Diablo III* in its higher difficulty levels:

Page of Blacksmithing (Nightmare Only)

Page of Jewelcrafting (Nightmare Only)

Tome of Blacksmithing (Hell Only)

Tome of Jewelcrafting (Hell Only)

Tome of Secrets (Inferno Only)

Training Tip

All Hero classes can benefit from the handiwork of both artisans, but there's a major time gap between when you unlock Haedrig the Blacksmith in Act 1 and Covetous Shen the Jeweler in Act 2. Focus primarily on training up the Blacksmith in your first Normal mode playthrough. Worry about the Jeweler only after Haedrig has advanced to higher ranks.

Each time an artisan moves up to a new rank, watch the transformation as his workshop expands. Note that artisans keep their current rank across all the different characters on the same Battle.net account—similar to how your Stash is shared between characters. So for example, a Grand Master Blacksmith will be at the Grand Master rank for every other character you create on your account.

HAEDRIG THE BLACKSMITH

Haedrig's blacksmith skills are unlocked at the conclusion of Act I, Quest 3: "A Shattered Crown." This character can perform two very helpful tasks for you. First, he can salvage unwanted equipment into raw crafting materials. And second, he can forge new weapons and armor—first-rate gear that you won't find anywhere else in the game.

SALVAGE

Haedrig can also salvage Magic, Rare, or Legendary items that may be clogging up your inventory, breaking them down into the raw materials you need for crafting new stuff.

FORGE

Haedrig can forge powerful new weapons and armor using blacksmith plans, as well. Each plan starts with a base item—say, a wand or a helm—then adds "essences" and sometimes other crafting materials to enhance the item's capabilities. The number of plans available depends on Haedrig's current rank, with higher ranks unlocking more and higher quality plans. He starts as a Level 1 Apprentice, but you can train him all the way up to the Level 10 rank of Exalted. Each rank has five training stages.

Here's an example of how forging works:

Let's say you open the Forge Armor tab and ask Haedrig to forge the wrist bracers listed as "Apprentice Leather Cuffs." All rare and magic items created by the Blacksmith have a certain number of Random Magic Properties. So crafting and equipping these bracers will imbue this item with a property (or properties) that is determined randomly… and only after the crafting begins. No stopping the process, and no refunds allowed!

Crafting the Apprentice Leather Cuffs costs 320 gold, plus two samples of the Magic crafting material called Subtle Essence. If you have the money and material, click the "Craft" button. In this example, Haedrig crafts bracers called the Gathering Leather Cuffs of the Bear, and they add +16 Armor and +1 Vitality when equipped. The random magic property imbued is "Increases Health and Gold Pickup by 2 Yards."

FOUND BLACKSMITH PLANS

Training Haedrig, even to the Exalted level, doesn't give you access to all of the blacksmith plans available in the game. Indeed, dozens of recipes can be found only as "world drops"—that is, as items dropped by slain monsters or sprung from broken chests, barrels, or other sources of loot. Once acquired, you can give these recipes to Haedrig.

Note that each found plan requires a minimum level of blacksmithing expertise, so Haedrig may not be able to accept the recipe from you without additional training. To give Haedrig a found blacksmith plan, click on him and select Craft to open the crafting interface, then just right-click on the new recipe in your Inventory. If Haedrig's blacksmith rank is high enough to forge the new item, the plan automatically transfers into his recipe list.

We list the plans that can be found for each respective training level in tables later in this chapter.

COVETOUS SHEN THE JEWELER

You gain access Covetous Shen's gem expertise when you return to camp after finding the Jeweler's Crucible during Act 2, Quest 7: "Blood and Sand." By combining lower level gems, Shen crafts powerful new gems that really buff your gear when inserted into equipment sockets. Shen acquires most of his jewelcrafting recipes, called "designs," via training. However, you can also find a handful of Exalted-level designs (Exalted is a jeweler's highest rank) dropped by slain monsters or other loot sources.

GEM COMBINER

Shen can combine three like gems into a single gem that is one tier higher in quality—for example, three Chipped Emeralds become a single Flawed Emerald, while three Flawed Emeralds become one normal Emerald. The higher the jeweler's rank, the better gems he can create. Details are provided in the Training Levels section later in this chapter.

REMOVE GEM

For a gold cost, Shen can remove any gem that is currently socketed into your gear. This action returns both the gem and the equipment item to your inventory, separate and intact.

FOUND JEWELER DESIGNS

Just training Covetous Shen doesn't give you access to all of the jeweler designs available in the game. A handful of high-level recipes can be found as "world drops"—that is, as items dropped by slain monsters or sprung from broken chests, barrels, or other sources of loot. Once acquired, you can give these recipes to Shen for learning… but only if he has been trained to the Exalted (highest) rank.

To give Shen a found jeweler design, click on him and select Craft to open the crafting interface, then just right-click on the new recipe in your Inventory. Again, if Shen is an Exalted-level jeweler, he "learns" the design and it automatically transfers into his recipe list.

See the "Level 10: Exalted" table at the end of this chapter for a complete list of the jeweler designs not available via training.

BLACKSMITH LEVEL I

APPRENTICE

Your blacksmith's Apprentice training regimen has five stages. Haedrig can forge gear using a starter set of armor plans right away, so the first stage of training is free. But it costs gold to train Haedrig up through the succeeding stages of his Apprentice skills.

TRAINING STAGE 1

Again, this first stage is "free" in that you don't have to pay any training costs. The blacksmith Armor and Weapons plans listed here can be purchased from the very first time Haedrig is available to craft items for you.

NEW ARMOR PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Apprentice Boots	Thorns, Vitality, 2 Random Affixes	Boots	4	363	4 Subtle Essences
Apprentice Leather Doublet	Thorns, 2 Random Affixes	Chest	3	379	5 Subtle Essences

NEW WEAPON PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Apprentice War Axe	Attack Speed, Vitality, 3 Random Affixes	2-Hand Axe	9	693	8 Subtle Essences
Apprentice Hand Crossbow	Vitality, 3 Random Affixes	Crossbow	10	709	9 Subtle Essences
Apprentice Lesser Wand	Intelligence, Vitality, 2 Random Affixes	Wand	5	400	5 Subtle Essences

TRAINING STAGE 2

TRAINING COST FOR STAGE
2000

NEW ARMOR PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Apprentice Leather Cuffs	Vitality, 2 Random Affixes	Bracers	7	363	4 Subtle Essences
Apprentice Hide Breeches	Vitality, 3 Random Affixes	Pants	8	632	6 Subtle Essences

TRAINING STAGE 3

TRAINING COST FOR STAGE
2000

NEW ARMOR PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Apprentice Hide Gloves	Vitality, 1 Random Affix	Gloves	9	605	5 Subtle Essences
Apprentice Heater Shield	Thorns, 3 Random Affixes	Shield	8	1155	10 Subtle Essences

TRAINING STAGE 4

TRAINING COST FOR STAGE
2000

NEW ARMOR PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Apprentice Coif	Find Magic Items, Experience, 2 Random Affixes	Helm	9	379	5 Subtle Essences

NEW WEAPON PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Apprentice Flamberge	Strength, 2 Random Affixes	2-Hand Sword	9	709	9 Subtle Essences

TRAINING STAGE 5

TRAINING COST FOR STAGE
2000

NEW ARMOR PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Apprentice Leather Belt	Vitality, 3 Random Affixes	Belt	9	605	5 Subtle Essences
Apprentice Leather Mantle	Vitality, 3 Random Affixes	Shoulders	10	605	5 Subtle Essences

You won't find any "world drop" blacksmith plans that can be forged by an Apprentice blacksmith.

Apprentice Blacksmith Workshop

TRAINING LEVELS

BLACKSMITH LEVEL 2

JOURNEYMAN

TRAINING STAGE 1

TRAINING COST FOR STAGE 4000

NEW WEAPON PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Journeyman Heavy Axe	Attack Speed, Vitality, 3 Random Affixes	1-Hand Axe	13	945	14 Subtle Essences
Journeyman Spade, (Monk Only)	Regenerate Spirit, 2 Random Affixes	Combat Staff	13	967	16 Subtle Essences
Journeyman Leather Quiver, (Demon Hunter Only)	Dexterity, 3 Random Affixes	Quiver (Requires a Bow)	13	1575	17 Subtle Essences
Journeyman Steel Wand, (Wizard Only)	Intelligence, Experience, 2 Random Affixes	Wand	13	945	14 Subtle Essences

TRAINING STAGE 2

TRAINING COST FOR STAGE 4000

NEW ARMOR PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Journeyman Shoulder Guards	Chill On Hit, Vitality, 2 Random Affixes	Shoulders	15	495	7 Subtle Essences

NEW WEAPON PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Journeyman Slinglock, (Demon Hunter Only)	Attack Speed, 3 Random Affixes	Hand Crossbow	14	1575	17 Subtle Essences

TRAINING STAGE 3

TRAINING COST FOR STAGE 4000

NEW ARMOR PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Journeyman Chain Boots	Vitality, 2 Random Affixes	Boots	16	495	7 Subtle Essences

NEW WEAPON PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Journeyman Jagged Edge, (Witch Doctor Only)	Regenerates Mana, Life On Kill, 3 Random Affixes	Ceremonial Knife	15	1575	17 Subtle Essences

TRAINING STAGE 4

TRAINING COST FOR STAGE 4000

NEW WEAPON PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Journeyman Smoked Spheres, (Wizard Only)	Intelligence, Vitality, 3 Random Affiixes	Orb	17	1575	17 Subtle Essences
Journeyman Maw Axe, (Barbarian Only)	Strength, 2 Random Affixes	1-Hand Mighty Weapon	17	945	14 Subtle Essences

TRAINING STAGE 5

TRAINING COST FOR STAGE 4000

NEW ARMOR PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Journeyman Arming Cap (Rare)	Increase Crit Hit Chance, Vitality, 4 Random Affixes	Helm	15	1725	19 Subtle Essences, 4 Fallen Tooth

NEW WEAPON PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Journeyman Executioner Sword	Vitlaity, 3 Random Affixes	2-Hand Sword	19	1612	19 Subtle Essences

You won't find any "world drop" blacksmith plans that can be forged by a Journeyman blacksmith.

Journeyman Blacksmith Workshop

BLACKSMITH LEVEL 3

ADEPT

TRAINING STAGE 1

TRAINING COST FOR STAGE 6000

NEW ARMOR PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Adept Gothic Shield	Vitality, 3 Random Affixes	Shield	22	1890	20 Subtle Essences
Adept Gauntlets	Thorns, Vitality, 2 Random Affixes	Gloves	21	990	10 Subtle Essence
Adept Splint Cuirass	Vitality, 2 Random Affixes	Chest Armor	20	621	11 Subtle Essences

NEW WEAPON PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Adept Maul	Vitality, 2 Random Affixes	2-Hand Mace	21	1161	18 Subtle Essences

TRAINING STAGE 2

TRAINING COST FOR STAGE 6000

NEW WEAPON PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Adept Hunting Bow	Dexterity, Attack Speed, 2 Random Affixes	Bow	23	1161	18 Subtle Essences
Adept Hammer	Cirtical Damage, Vitality, 3 Random Affixes	1-Hand Mace	22	1890	20 Subtle Essences

TRAINING STAGE 3

TRAINING COST FOR STAGE 6000

NEW WEAPON PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Adept Stiletto, (Witch Doctor Only)	Attack Speed, 3 Random Affixes	Dagger	22	1890	20 Subtle Essences
Adept Enchanter Wand, (Wizard Only)	Attack Speed, Vitality, 3 Random Affixes	Wand	21	1890	20 Subtle Essences

TRAINING STAGE 4

TRAINING COST FOR STAGE 6000

NEW WEAPON PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Adept Shuko, (Monk Only)	Dexterity, Poison Damage, 2 Random Affixes	Fist Weapon	24	1134	160 Subtle Essences
Adept Viper, (Witch Doctor Only)	Max Mana, 3 Random Affixes	Mojo	25	1890	20 Subtle Essences

TRAINING STAGE 5

TRAINING COST FOR STAGE 6000

NEW ARMOR PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Adept Chain Belt (Rare)	Vitality, Attack Speed, 4 Random Affixes	Belt	24	1980	17 Subtle Essences, 4 Fallen Tooth
Adept Plate Leggings (Rare)	Vitality, 4 Random Affixes	Pants	23	2070	22 Subtle Essences, 4 Fallen Tooth

You won't find any "world drop" blacksmith plans that can be forged by an Adept blacksmith.

Adept Blacksmith Workshop

TRAINING LEVELS

BLACKSMITH LEVEL 4

MASTER

TRAINING STAGE 1

TRAINING COST FOR STAGE 7000

NEW ARMOR PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Master Greaves	Movement Speed, 2 Random Affixes	Boots	26	1693	10 Subtle Essences

NEW WEAPON PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Master Soldier Axe	Life On Hit, 2 Random Affixes	1-Hand Axe	25	1323	19 Subtle Essences
Master Great Axe	Increases All Attributes, Vitality, 2 Random Affixes	2-Hand Axe	27	1354	21 Subtle Essences
Master Assassin Quiver, (Demon Hunter only)	Regenerates Hatred, 3 Random Affixes	Quiver, (Requires a Bow)	24	2205	23 Subtle Essences

TRAINING STAGE 2

TRAINING COST FOR STAGE 7000

NEW ARMOR PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Master Mail Bands	Thorns, Vitality, 3 Random Affixes	Bracers	27	1155	12 Subtle Essences

NEW WEAPON PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Master Stake Thrower, (Demon Hunter Only)	Max Discipline, Critical Damage, 3 Random Affixes	Crossbow	26	2205	23 Subtle Essences

TRAINING STAGE 3

TRAINING COST FOR STAGE 7000

NEW WEAPON PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Master Taiji, (Monk Only)	Spending Spirit Heals, 3 Random Affixes	Combat Staff	27	2257	26 Subtle Essences
Master Grim Wand (Rare), (Wizard only)	Attack Speed, Experience, 4 Random Affixes	Wand	25	4410	39 Subtle Essences, 11 Fallen Tooth

TRAINING STAGE 4

TRAINING COST FOR STAGE 7000

NEW ARMOR PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Master Plate Mail	Vitality, 3 Random Affixes	Chest Armor	26	1207	15 Subtle Essences
Master Shoulder Plates (Rare)	Chill On Hit, 4 Random Affixes	Shoulders	27	2310	20 Subtle Essences, 5 Fallen Tooth

TRAINING STAGE 5

TRAINING COST FOR STAGE 7000

NEW WEAPON PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Master War Staff (Rare)	Critical Damage, 5 Random Affixes	Staff	26	5869	56 Subtle Essences, 11 Fallen Tooth
Master Bastard Sword (Rare)	Vitality, 4 Random Affixes	1-Hand Sword	27	4410	39 Subtle Essences, 11 Fallen Tooth

Master Blacksmith Workshop

BLACKSMITH LEVEL 4 (CONTINUED)

LEGENDARY AND SET PLANS

LEGENDARY PLANS

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Wall of Bone (Legendary)	Resistance to Physical Damage, Vitality	Shield	22	8000	40 Subtle Essences, 15 Fallen Tooth, 2 Petrified Bark
Quick Draw Belt (Legendary)	Attack Speed, Thorns	Belt	25	9600	50 Subtle Essences, 20 Fallen Tooth, 3 Petrified Bark
Unending War (Legendary), (Barbarian only)	Increase Damage, Life On Kill, Maximum Fury	2-Hand Mighty Weapon	22	13,440	70 Subtle Essences, 28 Fallen Tooth, 4 Petrified Bark

LEGENDARY PLANS

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Umbral Oath (Legendary), (Witch Doctor only)	Cold Damage, Mana Regeneration, Intelligence	Ceremonial Knife	25	13,440	70 Subtle Essences, 28 Fallen Tooth, 4 Petrified Bark
Longshot (Legendary)	Crit Hit Damage, Atack Speed, Min/Max Damage	Bow	20	10,836	196 Subtle Essence, 68 Fallen Tooth
Lai Yui's Taiji (Legendary), (Monk only)	Dexterity, Attack Speed, Holy Damage	Daibo	22	9600	50 Subtle Essences, 20 Fallen Tooth, 3 Petrified Bark

SET PLANS: BORN'S AEGIS

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Born's Carapace	Damage Reduction, Vitality	Chest Armor	20	14,400	75 Subtle Essences, 30 Fallen Tooth, 4 Petrified Bark
Born's Pauldrons	Damage Reduction, Regenerates Life	Shoulders	20	11,200	56 Subtle Essences, 21 Fallen Tooth, 2 Petrified Bark
Born's Seething Rage	Increase Crit Hit Chance, Lightning Damage	1-Hand Sword	20	8000	40 Subtle Essences, 15 Fallen Tooth, 2 Petrified Bark

SET PLANS: CAIN'S HONOR

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Cain's Slippers	Regenerates Life, Movement Speed	Boots	22	6400	30 Subtle Essences, 2 Petrified Bark
Cain's Warmers	Increase Crit Hit Chance, Life on Kill	Gloves	22	6400	30 Subtle Essences, 2 Petrified Bark
Cain's Laurel	All Attributes Increased, Increase Crit Hit Chance, Find Magic Items	Helm	22	11,520	60 Subtle Essences, 24 Fallen Tooth, 3 Petrified Bark
Cain's Rainment	Chance to Find Health Globes, Regenerates Life	Pants	22	10,400	52 Subtle Essences, 19 Fallen Tooth, 2 Petrified Bark

TRAINING LEVELS

BLACKSMITH LEVEL 5

GRANDMASTER

Training Haedrig to the Grand Master level costs not only gold but 10 Pages of Blacksmithing. In addition, all Grand Master-level blacksmith plans require a crafting material called "Shimmering Essence." This essence is obtained in the game by using the Blacksmith to salvage Magic weapons and armor in Nightmare mode.

TRAINING STAGE 1

TRAINING COST FOR STAGE: 15,000 gold, 5 Pages of Blacksmithing

NEW ARMOR PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Grand Master Legwraps	2 Random Affixes	Pants	30	897	7 Shimmering Essences
Grand Master Pelta	2 Random Affixes	Shield	29	1638	10 Shimmering Essences

NEW WEAPON PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Grand Master Heavy Quiver, (Demon Hunter only)	3 Random Affixes	Quiver, (Required Bow)	30	2730	12 Shimmering Essences, 4 Page of Blacksmithing
Grand Master Seige Bow (Rare)	4 Random Affixes	Bow	30	5590	23 Shimmering Essences, 6 Lizard Eye, 6 Page of Blacksmithing

TRAINING STAGE 2

TRAINING COST FOR STAGE: 15,000 gold, 5 Pages of Blacksmithing

NEW ARMOR PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Grand Master Crown	3 Random Affixes	Helm	32	1495	8 Shimmering Essences, 2 Page of Blacksmithing

NEW WEAPON PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Grand Master Jagged Dagger	2 Random Affixes	Dagger	32	1638	10 Shimmering Essences

TRAINING STAGE 3

TRAINING COST FOR STAGE: 15,000 gold, 5 Pages of Blacksmithing

NEW WEAPON PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Grand Master Bludgeon	2 Random Affixes	1-Hand Mace	32	1638	10 Shimmering Essences
Grand Master Ono (Rare)	2 Random Affixes	1-Hand Axe	34	5460	21 Shimmering Essences, 6 Lizard Eye, 6 Page of Blacksmithing

TRAINING STAGE 4

TRAINING COST FOR STAGE: 15,000 gold, 5 Pages of Blacksmithing

NEW ARMOR PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Grand Master Etched Gloves	3 Random Affixes	Gloves	36	1430	6 Shimmering Essences, 2 Page of Blacksmithing
Grand Master Brogans (Rare)	4 Random Affixes	Boots	36	2860	11 Shimmering Essences, 3 Lizard Eye, 3 Page of Blacksmithing

TRAINING STAGE 5

TRAINING COST FOR STAGE: 15,000 gold, 5 Pages of Blacksmithing

NEW ARMOR PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Grand Master Etched Jacket (Rare)	5 Random Affixes	Chest Armor	36	2990	14 Shimmering Essences, 3 Lizard Eye, 4 Page of Blacksmithing

NEW WEAPON PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Grand Master Knuckles, (Monk only)	5 Random Affixes	Fist Weapon	35	7098	27 Shimmering Essences, 6 Lizard Eye, 8 Page of Blacksmithing

LEGENDARY AND SET PLANS

SET PLANS: CAPTAIN CRIMSON'S ATTIRE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Captain Crimson's Brace	Regenerates Life, Thorns	Belt	30	10,000	40 Shimmering Essences, 15 Lizard Eye, 2 Corpse Ash
Captain Crimson's Deck Boots	Resistance Against Physical Damage, Regenerates Life	Boots	30	10,000	40 Shimmering Essences, 15 Lizard Eye, 2 Corpse Ash
Captain Crimson's Codpiece	Chance to Block, Attack Speed	Pants	30	15,600	65 Shimmering Essences, 26 Lizard Eye, 3 Corpse Ash

LEGENDARY PLANS

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
The Wedge (Legendary)	Cold Damage, Attack Speed, Damage Reduction Cold	1-Hand Axe	39	12,000	50 Shimmering Essences, 20 Lizard Eye, 3 Corpse Ash
Bitterness (Legendary), (Witch Doctor only)	Crit Hit Chance, Max Mana	Mojo	30	12,000	50 Shimmering Essences, 20 Lizard Eye, 3 Corpse Ash
The Magi (Legendary)	Arcane Damage, Crowd Control Reduction, Stun On Hit	Staff	35	14,000	56 Shimmering Essences, 21 Lizard Eye, 2 Corpse Ash

Grand Master Blacksmith Workshop

BLACKSMITH LEVEL 6

ILLUSTRIOUS

TRAINING STAGE 1

TRAINING COST FOR STAGE 15,000 5

NEW ARMOR PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Illustrious Pauldrons	3 Random Affixes	Shoulders	40	2640	10 Shimmering Essences, 3 Page of Blacksmithing
Illustrious Treads	2 Random Affixes	Boots	41	1584	8 Shimmering Essences

NEW WEAPON PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Illustrious Tzantza, (Witch Doctor only)	3 Random Affixes	Mojo	38	5040	20 Shimmering Essences, 6 Page of Blacksmithing
Illustrious Fiendish Folio, (Wizard only)	2 Random Affixes	Orb	38	3024	16 Shimmering Essences

TRAINING STAGE 2

TRAINING COST FOR STAGE 15,000 5

NEW ARMOR PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Illustrious Ironwood Shield (Rare)	4 Random Affixes	Shield	41	10080	33 Shimmering Essences, 9 Lizard Eye, 10 Page of Blacksmithing

NEW WEAPON PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Illustrious Cranequin (Rare), (Demon Hunter only)	4 Random Affixes	Hand Crossbow	41	10080	33 Shimmering Essences, 9 Lizard Eye, 10 Page of Blacksmithing

TRAINING STAGE 3

TRAINING COST FOR STAGE 15,000 5

NEW ARMOR PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Illustrious Chausses (Rare)	4 Random Affixes	Pants	40	5520	22 Shimmering Essences, 4 Lizard Eye, 6 Page of Blacksmithing

NEW WEAPON PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Illustrious Nagamaki (Rare)	4 Random Affixes	2-Hand Sword	44	10320	36 Shimmering Essences, 9 Lizard Eye, 11 Page of Blacksmithing

TRAINING STAGE 4

TRAINING COST FOR STAGE 15,000 5

NEW ARMOR PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Illustrious Cupola (Rare)	5 Random Affixes	Belt	45	5280	17 Shimmering Essences, 4 Lizard Eye, 5 Page of Blacksmithing

NEW WEAPON PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Illustrious Scramasax (Rare)	4 Random Affixes	Dagger	44	10080	33 Shimmering Essences, 9 Lizard Eye, 10 Page of Blacksmithing

TRAINING STAGE 5

TRAINING COST FOR STAGE 15,000 5

NEW ARMOR PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Illustrious Casque (Rare)	4 Random Affixes	Helm	44	5520	22 Shimmering Essences, 4 Lizard Eye, 6 Page of Blacksmithing

NEW WEAPON PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Illustrious Raid Sword (Rare)	4 Random Affixes	1-Hand Sword	46	10080	33 Shimmering Essences, 9 Lizard Eye, 10 Page of Blacksmithing

LEGENDARY AND SET PLANS

SET PLANS: AUGHILD'S TREASURED

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Aughild's Demands	Increase Crit Hit Chance, Damage Reduction, Vitality	Bracers	41	11,520	40 Shimmering Essences, 16 Lizard Eye
Aughild's Vestments	Damage Reduction, Regenerates Life	Chest Armor	41	25,200	90 Shimmering Essences, 37 Lizard Eye
Aughild's Brow	Increase All Attributes, Damage Reduction, Find Magic Items	Helm	41	17,280	60 Shimmering Essences, 24 Lizard Eye
Aughild's Triumph	Damage Reduction, Experience, Vitality	Shoulders	41	20,160	70 Shimmering Essences, 28 Lizard Eye

LEGENDARY PLANS

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Pendergrasps (Legendary)	Crowd Control Reduction, Crit Hit Chance	Gloves	33	14,400	50 Shimmering Essences, 20 Lizard Eye, 3 Corpse Ash
Deadeye (Legendary), (Demon Hunter only)	Damage vs Living Dead, Dexterity	Hand Crossbow	40	20,160	70 Shimmering Essences, 28 Lizard Eye, 4 Corpse Ash

Illustrious Blacksmith Workshop

TRAINING LEVELS

BLACKSMITH LEVEL 7

MAGNIFICENT

All Magnificent-level blacksmith plans require a crafting material called "Wishful Essence." This essence is obtained in the game by using the Blacksmith to salvage Magic weapons and armor in Hell mode.

TRAINING STAGE 1

TRAINING COST FOR STAGE: 20,000 gold, 5 Horadric Cache

NEW ARMOR PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Magnificent Cinch	4 Random Affixes	Belt	51	10,120	12 Wishful Essences, 3 Encrusted Hoof, 3 Tome of Blacksmithing
Magnificent Boneweave Gauntlets	2 Random Affixes	Gloves	51	3036	6 Wishful Essences

NEW WEAPON PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Magnificent Higoyumi (Rare)	4 Random Affixes	Bow	51	19,780	25 Wishful Essences, 6 Encrusted Hoof, 7 Tome of Blacksmithing
Magnificent Wrecker	3 Random Affixes	2-Hand Mace	51	9890	15 Wishful Essences, 5 Tome of Blacksmithing

TRAINING STAGE 2

TRAINING COST FOR STAGE: 20,000 gold, 5 Horadric Cache

NEW ARMOR PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Magnificent Battle Greaves	3 Random Affixes	Boots	51	5060	7 Wishful Essences, 2 Tome of Blacksmithing

NEW WEAPON PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Magnificent Lathi (Rare), (Monk only)	4 Random Affixes	Combat Staff	51	19,780	25 Wishful Essences, 6 Encrusted Hoof, 7 Tome of Blacksmithing

TRAINING STAGE 3

TRAINING COST FOR STAGE: 20,000 gold, 5 Horadric Cache

NEW ARMOR PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Magnificent Hounskull (Rare)	4 Random Affixes	Helm	54	10,580	15 Wishful Essences, 3 Encrusted Hoof, 4 Tome of Blacksmithing

NEW WEAPON PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Magnificent Greater Wand (Rare), (Wizard only)	4 Random Affixes	Wand	53	19,320	23 Wishful Essences, 6 Encrusted Hoof, 6 Tome of Blacksmithing

TRAINING STAGE 4

TRAINING COST FOR STAGE: 20,000 gold, 5 Horadric Cache

NEW ARMOR PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Magnificent Balor	5 Random Affixes	Armor	54	10,580	15 Wishful Essences, 3 Encrusted Hoof, 6 Tome of Blacksmithing

NEW WEAPON PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Magnificent Obsidian Edge (Rare), (Witch Doctor only)	4 Random Affixes	Ceremonial Knife	55	19,320	23 Wishful Essences, 6 Encrusted Hoof, 6 Tome of Blacksmithing

TRAINING STAGE 5

TRAINING COST FOR STAGE: 20,000 gold, 5 Horadric Cache

NEW ARMOR PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Magnificent Armwraps (Rare)	5 Random Affixes	Bracers	54	13,156	915 Wishful Essences, 3 Encrusted Hoof, 4 Tome of Blacksmithing

NEW WEAPON PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Magnificent Deadeye Quiver (Rare), (Demon Hunter only)	5 Random Affixes	Quiver, (Requires a Bow)	55	25,116	30 Wishful Essences, 6 Encrusted Hoof, 9 Tome of Blacksmithing

LEGENDARY AND SET PLANS

SET PLANS: ASHEARA'S BINDINGS

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Asheara's Lock	Resist Fire Damage, Attack Speed, Dexterity	Boots	52	16,800	50 Wishful Essences, 20 Encrusted Hoof
Asheara's Clasp	Resist Arcane Damage, Find Magic Items, Strength	Gloves	52	16,800	50 Wishful Essences, 20 Encrusted Hoof
Asheara's Cradle	Resist Cold Damage, Experience, Vitality	Pants	52	21,840	65 Wishful Essences, 26 Encrusted Hoof
Asheara's Vigilance	Gold, Resist Poison Damage, Intelligence	Shoulders	52	23,520	70 Wishful Essences, 28 Encrusted Hoof

LEGENDARY PLANS

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Harvest Moon (Legendary), (Barbarian only)	Arcane Damage, Life Steal	1-Hand Mighty Weapon	54	16,800	50 Wishful Essences, 20 Encrusted Hoof
Cataclysm (Legendary)	Crit Hit Damage, Damage	2-Hand Mace	52	47,472	113 Wishful Essences, 39 Encrusted Hoof, 10 Tome of Blacksmithing
Singularity (Legendary), (Wizard only)	Arcane Power On Crit Hit, Intelligence, Max Arcane Power	Source	50	27,440	84 Wishful Essences, 35 Encrusted Hoof
Demon Hand (Legendary), (Monk only)	Fire Damage, Dexterity, Spirit Regeneration	Fist Weapon	52	19,600	60 Wishful Essences, 25 Encrusted Hoof

BLACKSMITH LEVEL 8

RESPLENDENT

TRAINING STAGE 1

TRAINING COST FOR STAGE 20,000 5

NEW ARMOR PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Resplendent Armbands	2 Random Affixes	Bracers	57	3663	7 Wishful Essences
Resplendent Stechhelm	2 Random Affixes	Helm	57	3829	9 Wishful Essences

NEW WEAPON PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Resplendent Wicker Man, (Witch Doctor only)	3 Random Affixes	Mojo	55	11,655	17 Wishful Essences, 5 Tome of Blacksmithing
Resplendent Strong Sword	2 Random Affixes	1-Hand Sword	54	6993	14 Wishful Essences

TRAINING STAGE 2

TRAINING COST FOR STAGE 20,000 5

NEW WEAPON PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Resplendent Battersmash	4 Random Affixes	2-Hand Might Weapon	55	23,865	32 Wishful Essences, 8 Encrusted Hoof, 9 Tome of Blacksmithing
Resplendent Blade Spitter, (Demon Hunter only)	3 Random Affixes	Hand Crossbow	57	11,655	17 Wishful Essences, 5 Tome of Blacksmithing

TRAINING STAGE 3

TRAINING COST FOR STAGE 20,000 5

NEW ARMOR PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Replendent Manifers	3 Random Affixes	Gloves	57	6105	9 Wishful Essences, 3 Tome of Blacksmithing
Resplendent Espaliers (Rare)	4 Random Affixes	Shoulders	57	12,210	15 Wishful Essences, 4 Encrusted Hoof, 4 Tome of Blacksmithing

TRAINING STAGE 4

TRAINING COST FOR STAGE 20,000 5

NEW ARMOR PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Resplendent Warlord Boots (Rare)	5 Random Affixes	Boots	59	15,873	20 Wishful Essences, 4 Encrusted Hoof, 6 Tome of Blacksmithing

NEW WEAPON PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Resplendent Skain (Rare)	4 Random Affixes	Dagger	58	23,310	29 Wishful Essences, 8 Encrusted Hoof, 8 Tome of Blacksmithing

TRAINING STAGE 5

TRAINING COST FOR STAGE 20,000 5

NEW ARMOR PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Resplendent Defender (Rare)	5 Random Affixes	Shield	58	30,303	38 Wishful Essences, 8 Encrusted Hoof, 11 Tome of Blacksmithing

NEW WEAPON PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Resplendent Demon Fang	4 Random Affixes	Fist Weapon	59	23,310	29 Wishful Essences, 8 Encrusted Hoof, 8 Tome of Blacksmithing

LEGENDARY AND SET PLANS

SET PLANS: GUARDIAN'S REGALIA

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Guardian's Scabbard	Damage Reduction, Resistance to Physical Damage	Belt	55	16,000	40 Wishful Essences, 15 Encrusted Hoof
Guardian's Bands	Resistance to Missile Attacks, Knockback on Hit	Bracers	55	15,360	40 Wishful Essences, 16 Encrusted Hoof
Guardian's Watch	Fear on Hit, All Resistances	Helm	55	19,200	48 Wishful Essences, 18 Encrusted Hoof

LEGENDARY PLANS

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Lost Boys (Legendary)	Experience, Movement Speed, Thorns	Boots	50	22,400	60 Wishful Essences, 25 Encrusted Hoof
Starspine (Legendary)	Arcane Damage, Attack Speed, Dexterity	Crossbow	57	21,120	55 Wishful Essences, 22 Encrusted Hoof

Resplendent Blacksmith Workshop

TRAINING LEVELS

BLACKSMITH LEVEL 9

GLORIOUS

All Glorious-level blacksmith plans require a crafting material called "Exquisite Essence." This essence is obtained in the game by using the Blacksmith to salvage Magic weapons and armor in Inferno mode.

TRAINING STAGE 1

TRAINING COST FOR STAGE: 25,000 gold, 5 Tome of Secrets

NEW ARMOR PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Glorious Doom Treads	2 Random Affixes	Boots	60	11,616	6 Exquisite Essences
Glorious Girdle	3 Random Affixes	Belt	60	19,360	7 Exquisite Essences, 2 Tome of Secrets

NEW WEAPON PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Glorious War Maul	3 Random Affixes	2-Hand Mace	60	37,840	16 Exquisite Essences, 5 Tome of Secrets
Glorious Orbit Stones, (Wizard only)	2 Random Affixes	Orb	60	22,176	12 Exquisite Essences

TRAINING STAGE 2

TRAINING COST FOR STAGE: 25,000 gold, 5 Tome of Secrets

NEW ARMOR PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Glorious Doom Armor (Rare)	4 Random Affixes	Chest Armor	60	40,480	16 Exquisite Essences, 3 Iridescent Tears, 5 Tome of Secrets

NEW WEAPON PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Glorious Chopsword	3 Random Affixes	1-Hand Mighty Weapon	60	36,960	15 Exquisite Essences, 5 Tome of Secrets

TRAINING STAGE 3

TRAINING COST FOR STAGE: 25,000 gold, 5 Tome of Secrets

NEW ARMOR PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Glorious Aegis (Rare)	4 Random Affixes	Shield	60	73,920	25 Exquisite Essences, 7 Iridescent Tears, 7 Tome of Secrets

NEW WEAPON PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Glorious Runic Quiver, (Demon Hunter only)	3 Random Affixes	Quiver, (Requires a Bow)	60	36,960	15 Exquisite Essences, 5 Tome of Secrets

TRAINING STAGE 4

TRAINING COST FOR STAGE: 25,000 gold, 5 Tome of Secrets

NEW ARMOR PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Glorious Hellscape Mask (Rare)	4 Random Affixes	Helm	60	40,480	16 Exquisite Essences, 3 Iridescent Tears, 5 Tome of Secrets

NEW WEAPON PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Glorious Guru Staff	3 Random Affixes	Combat Staff	60	37,840	16 Exquisite Essences, 5 Tome of Secrets

TRAINING STAGE 5

TRAINING COST FOR STAGE: 25,000 gold, 5 Tome of Secrets

NEW ARMOR PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Glorious Sniper Bow	3 Random Affixes	Bow	60	37,840	16 Exquisite Essences, 5 Tome of Secrets

NEW WEAPON PLAN AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Glorious Arch Mage Wand (Rare), (Wizard only)	3 Random Affixes	Wand	60	36,960	15 Exquisite Essences, 5 Tome of Secrets

Glorious Blacksmith Workshop

BLACKSMITH LEVEL 10

EXALTED

This is the highest rank that your blacksmith can achieve. Once Haedrig becomes an Exalted Blacksmith, he's finished with training: no more is possible.

TRAINING

TRAINING COST FOR STAGE

25,000 10

NEW ARMOR PLANS AVAILABLE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Exalted Sovereign Greaves	4 Random Affixes	Boots	60	49,720	14 Exquisite Essences, 3 Iridescent Tears, 4 Tome of Secrets
Exalted Sovereign Tassets	4 Random Affixes	Pants	60	51,980	18 Exquisite Essences, 3 Iridescent Tears, 5 Tome of Secrets
Exalted Sovereign Vambraces	4 Random Affixes	Gloves	60	49,720	14 Exquisite Essences, 3 Iridescent Tears, 4 Tome of Secrets
Exalted Heaven Strand	4 Random Affixes	Belt	60	49,720	14 Exquisite Essences, 3 Iridescent Tears, 4 Tome of Secrets
Exalted Armplates	4 Random Affixes	Bracers	60	49,720	14 Exquisite Essences, 3 Iridescent Tears, 4 Tome of Secrets

Exalted Blacksmith Workshop

LEGENDARY AND SET PLANS

SET PLANS: DEMON'S CARAPACE

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Demon's Binding	Resistance to Fire Damage	Belt	60	21,600	50 Exquisite Essences, 20 Iridescent Tears, 3 Fiery Brimstone
Demon's Manacles	Resistance to Fire Damage	Bracers	60	14,400	32 Exquisite Essences, 12 Iridescent Tears, 1 Fiery Brimstone
Demon's Cage	Resistance to Fire Damage	Chest Armor	60	37,800	90 Exquisite Essences, 37 Iridescent Tears, 6 Fiery Brimstone
Demon's Flesh	Resistance to Fire Damage	Pants	60	37,760	78 Exquisite Essences, 32 Iridescent Tears, 5 Fiery Brimstone
Demon's Wings	Resistance to Fire Damage	Shoulders	60	35,280	84 Exquisite Essences, 35 Iridescent Tears, 5 Fiery Brimstone

SET PLANS: SAGE'S WISDOM

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Sage's Seekers	Damage Reduction, All Resistances, Movement Speed	Boots	60	25,200	60 Exquisite Essences, 25 Iridescent Tears, 4 Fiery Brimstone
Sage's Grasp	Increase Crit Hit Chance, Damage Reduction, Vitality	Gloves	60	25,200	60 Exquisite Essences, 25 Iridescent Tears, 4 Fiery Brimstone
Sage's Stones	Crowd Control Reduction, Damage Reduction, Find Magic Items	Helm	60	30,240	72 Exquisite Essences, 30 Iridescent Tears, 4 Fiery Brimstone

SET PLANS: HALLOWED ARMAMENTS

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Hallowed Barrier	All Resistances, Stun on Hit, Chance to Block	Shield	60	25,200	60 Exquisite Essences, 25 Iridescent Tears, 4 Fiery Brimstone
Hallowed Divide	Crit Hit Damage, Increase Damage, Attack Speed	1-Hand Axe	60	25,200	60 Exquisite Essences, 25 Iridescent Tears, 4 Fiery Brimstone
Hallowed Sacrifice, (Witch Doctor only)	Increase Damage, Regenerates Mana, Intelligence	Ceremonial Knife	60	35,280	84 Exquisite Essences, 35 Iridescent Tears, 5 Fiery Brimstone
Hallowed Touch, (Monk only)	Dexterity, Heal When Spending Spirit, Regenerates Spirit	Fist Weapon	60	25,200	60 Exquisite Essences, 25 Iridescent Tears, 4 Fiery Brimstone
Hallowed Avenger, (Demon Hunter only)	Increase Damage, Regenerates Hatred, Dexterity	Hand Crossbow	60	35,280	84 Exquisite Essences, 35 Iridescent Tears, 5 Fiery Brimstone
Hallowed Destroyer, (Barbarian only)	Increase Damage, Max Fury, Strength,	1-Hand Mighty Weapon	60	25,200	60 Exquisite Essences, 25 Iridescent Tears, 4 Fiery Brimstone
Hallowed Rod, (Wizard only)	Intelligence, Increase Arcane Power on Crit Hit, Increase Damage	Wand	60	25,200	60 Exquisite Essences, 25 Iridescent Tears, 4 Fiery Brimstone

TRAINING LEVELS

BLACKSMITH LEVEL 10 (CONTINUED)

LEGENDARY PLANS

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Seven Sins	Increases All Attributes, Resist Arcane Damage	Shoulders	60	35,280	84 Exquisite Essences, 35 Iridescent Tears, 5 Fiery Brimstone
Gehennas	Damage Reduction, Fire Resistance, Find Magic Items	Pants	60	32,760	78 Exquisite Essences, 32 Iridescent Tears, 5 Fiery Brimstone
Robes of the Rydraelm	Resistance to Melee Attacks, Resitance to Missile Attacks, Find Magic Items, 3 Random Affixes	Chest Armor	60	37,800	90 Exquisite Essences, 37 Iridescent Tears, 6 Fiery Brimstone
Earthshatter	Damage, Weapon Immobilize, Weapon Hit Stun	1-Hand Mace	60	25,200	60 Exquisite Essences, 25 Iridescent Tears, 4 Fiery Brimstone
Rozpedin's Staff, (Monk only)	Holy Damage, Heal When Spending Spirit, Spirit Regeneration	Daibo	60	25,200	60 Exquisite Essences, 25 Iridescent Tears, 4 Fiery Brimstone
Venomhusk	Damage vs Elite, Poison Damage, Poison Resistance	Bow	60	27,720	66 Exquisite Essences, 27 Iridescent Tears, 4 Fiery Brimstone
Blood-Magic Blade	Damage vs Elite, Attack Speed	Dagger	60	25,200	60 Exquisite Essences, 25 Iridescent Tears, 4 Fiery Brimstone

LEGENDARY PLANS

ITEM	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Ruinstoke, (Wizard only)	Increased Damage, Damage vs Elite, Life On Kill	Wand	60	25,200	60 Exquisite Essences, 25 Iridescent Tears, 4 Fiery Brimstone
Black Bone Arrows, (Demon Hunter only)	Crit Hit Chance, Damage vs Elite	Quiver, (Requires a Bow)	60	25,200	60 Exquisite Essences, 25 Iridescent Tears, 4 Fiery Brimstone
Wondrous Deflectors	Resistance to Missile Attack Regenerate Life, Thorns	Bracers	60	20,160	48 Exquisite Essences, 20 Iridescent Tears, 3 Fiery Brimstone
Griswold's Masterpiece	Attack Speed, Strength, Knockback	1-Hand Sword	60	25,200	60 Exquisite Essences, 25 Iridescent Tears, 4 Fiery Brimstone
Fire Brand	Fire Damage, Fire Resistance	2-Hand Axe	60	31,500	75 Exquisite Essences, 31 Iridescent Tears, 5 Fiery Brimstone
The Helm of Command	Chance to Block, Vitality	Helm	60	30,240	72 Exquisite Essences, 30 Iridescent Tears, 4 Fiery Brimstone

FOUND PLANS

NAME	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Galraki	4 Random Affixes	1-Hand Axe	60	94,920	27 Exquisite Essence, 7 Iridescent Tear, 8 Tome of Secrets
Sagaris	4 Random Affixes	2-Hand Axe	60	97,180	29 Exquisite Essence, 7 Iridescent Tear, 8 Tome of Secrets
Phantom Bow	4 Random Affixes	Bow	60	97,180	29 Exquisite Essence, 7 Iridescent Tear, 8 Tome of Secrets
Flesh Ripper	4 Random Affixes	Ceremonial Knife	60	94,920	27 Exquisite Essence, 7 Iridescent Tear, 8 Tome of Secrets
Soverign Mail	4 Random Affixes	Chest	60	51,980	18 Exquisite Essence, 3 Iridescent Tear, 5 Tome of Secrets
Zhezl	4 Random Affixes	Combat Staff	60	97,180	29 Exquisite Essence, 7 Iridescent Tear, 8 Tome of Secrets
Doomcaster	4 Random Affixes	Crossbow	60	97,180	29 Exquisite Essence, 7 Iridescent Tear, 8 Tome of Secrets
Piercer	4 Random Affixes	Dagger	60	94,920	27 Exquisite Essence, 7 Iridescent Tear, 8 Tome of Secrets
Golden Talon	4 Random Affixes	Fist	60	94,920	27 Exquisite Essence, 7 Iridescent Tear, 8 Tome of Secrets
Impellor	4 Random Affixes	Hand Crossbow	60	94,920	27 Exquisite Essence, 7 Iridescent Tear, 8 Tome of Secrets
Soverign Helm	4 Random Affixes	Helm	60	51,980	18 Exquisite Essence, 3 Iridescent Tear, 5 Tome of Secrets
Crag Hammer	4 Random Affixes	Mace_1H	60	94,920	27 Exquisite Essence, 7 Iridescent Tear, 8 Tome of Secrets
Slag Hammer	4 Random Affixes	Mace_2H	60	97,180	29 Exquisite Essence, 7 Iridescent Tear, 8 Tome of Secrets

NAME	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Massacre Axe	4 Random Affixes	1-Hand Mighty Weapon	60	94,920	27 Exquisite Essence, 7 Iridescent Tear, 8 Tome of Secrets
Behemoth	4 Random Affixes	2-Hand Mighty Weapon	60	97,180	29 Exquisite Essence, 7 Iridescent Tear, 8 Tome of Secrets
Unspeakable Thing	4 Random Affixes	Mojo	60	94,920	27 Exquisite Essence, 7 Iridescent Tear, 8 Tome of Secrets
Orbit Stones	4 Random Affixes	Orb	60	94,920	27 Exquisite Essence, 7 Iridescent Tear, 8 Tome of Secrets
Runic Quiver	4 Random Affixes	Quiver	60	94,920	27 Exquisite Essence, 7 Iridescent Tear, 8 Tome of Secrets
Dread Shield	4 Random Affixes	Shield	60	94,920	27 Exquisite Essence, 7 Iridescent Tear, 8 Tome of Secrets
Pallium	4 Random Affixes	Shoulders	60	49,720	14 Exquisite Essence, 3 Iridescent Tear, 4 Tome of Secrets
Mythical Staff	4 Random Affixes	Staff	60	97,180	29 Exquisite Essence, 7 Iridescent Tear, 8 Tome of Secrets
Conquest Sword	4 Random Affixes	Sword_1H	60	94,920	27 Exquisite Essence, 7 Iridescent Tear, 8 Tome of Secrets
Oni Blade	4 Random Affixes	Sword_2H	60	97,180	29 Exquisite Essence, 7 Iridescent Tear, 8 Tome of Secrets
Strike Wand	4 Random Affixes	Wand	60	94,920	27 Exquisite Essence, 7 Iridescent Tear, 8 Tome of Secrets
Fine Galraki	5 Random Affixes	1-Hand Axe	60	131,586	38 Exquisite Essence, 8 Iridescent Tear, 11 Tome of Secrets
Fine Sagaris	5 Random Affixes	2-Hand Axe	60	134,719	41 Exquisite Essence, 8 Iridescent Tear, 12 Tome of Secrets

BLACKSMITH LEVEL 10 (CONTINUED)

NAME	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Fine Heaven Strand	5 Random Affixes	Belt	60	68,926	20 Exquisite Essence, 4 Iridescent Tear, 6 Tome of Secrets
Fine Soverign Greaves	5 Random Affixes	Boots	60	68,926	20 Exquisite Essence, 4 Iridescent Tear, 6 Tome of Secrets
Fine Phantom Bow	5 Random Affixes	Bow	60	134,719	41 Exquisite Essence, 8 Iridescent Tear, 12 Tome of Secrets
Fine Armplates	5 Random Affixes	Bracers	60	68,926	20 Exquisite Essence, 4 Iridescent Tear, 6 Tome of Secrets
Fine Flesh Ripper	5 Random Affixes	Ceremonial Knife	60	131,586	38 Exquisite Essence, 8 Iridescent Tear, 11 Tome of Secrets
Fine Soverign Mail	5 Random Affixes	Chest	60	72,059	25 Exquisite Essence, 4 Iridescent Tear, 7 Tome of Secrets
Fine Zhezl	5 Random Affixes	Combat Staff	60	134,719	41 Exquisite Essence, 8 Iridescent Tear, 12 Tome of Secrets
Fine Doomcaster	5 Random Affixes	Crossbow	60	134,719	41 Exquisite Essence, 8 Iridescent Tear, 12 Tome of Secrets
Fine Piercer	5 Random Affixes	Dagger	60	131,586	38 Exquisite Essence, 8 Iridescent Tear, 11 Tome of Secrets
Fine Golden Talon	5 Random Affixes	Fist	60	131,586	38 Exquisite Essence, 8 Iridescent Tear, 11 Tome of Secrets
Fine Soverign Vambraces	5 Random Affixes	Gloves	60	68,926	20 Exquisite Essence, 4 Iridescent Tear, 6 Tome of Secrets
Fine Impellor	5 Random Affixes	Hand Crossbow	60	131,586	38 Exquisite Essence, 8 Iridescent Tear, 11 Tome of Secrets
Fine Soverign Helm	5 Random Affixes	Helm	60	72,059	25 Exquisite Essence, 4 Iridescent Tear, 7 Tome of Secrets
Fine Crag Hammer	5 Random Affixes	Mace_1H	60	131,586	38 Exquisite Essence, 8 Iridescent Tear, 11 Tome of Secrets
Fine Slag Hammer	5 Random Affixes	Mace_2H	60	134,719	41 Exquisite Essence, 8 Iridescent Tear, 12 Tome of Secrets
Fine Massacre Axe	5 Random Affixes	1-Hand Mighty Weapon	60	131,586	38 Exquisite Essence, 8 Iridescent Tear, 11 Tome of Secrets
Fine Behemoth	5 Random Affixes	2-Hand Mighty Weapon	60	134,719	41 Exquisite Essence, 8 Iridescent Tear, 12 Tome of Secrets
Fine Unspeakable Thing	5 Random Affixes	Mojo	60	131,586	38 Exquisite Essence, 8 Iridescent Tear, 11 Tome of Secrets
Fine Orbit Stones	5 Random Affixes	Orb	60	131,586	38 Exquisite Essence, 8 Iridescent Tear, 11 Tome of Secrets
Fine Soverign Tassets	5 Random Affixes	Pants	60	72,059	25 Exquisite Essence, 4 Iridescent Tear, 7 Tome of Secrets
Fine Runic Quiver	5 Random Affixes	Quiver	60	131,586	38 Exquisite Essence, 8 Iridescent Tear, 11 Tome of Secrets
Fine Dread Shield	5 Random Affixes	Shield	60	131,586	38 Exquisite Essence, 8 Iridescent Tear, 11 Tome of Secrets
Fine Pallium	5 Random Affixes	Shoulders	60	68,926	20 Exquisite Essence, 4 Iridescent Tear, 6 Tome of Secrets

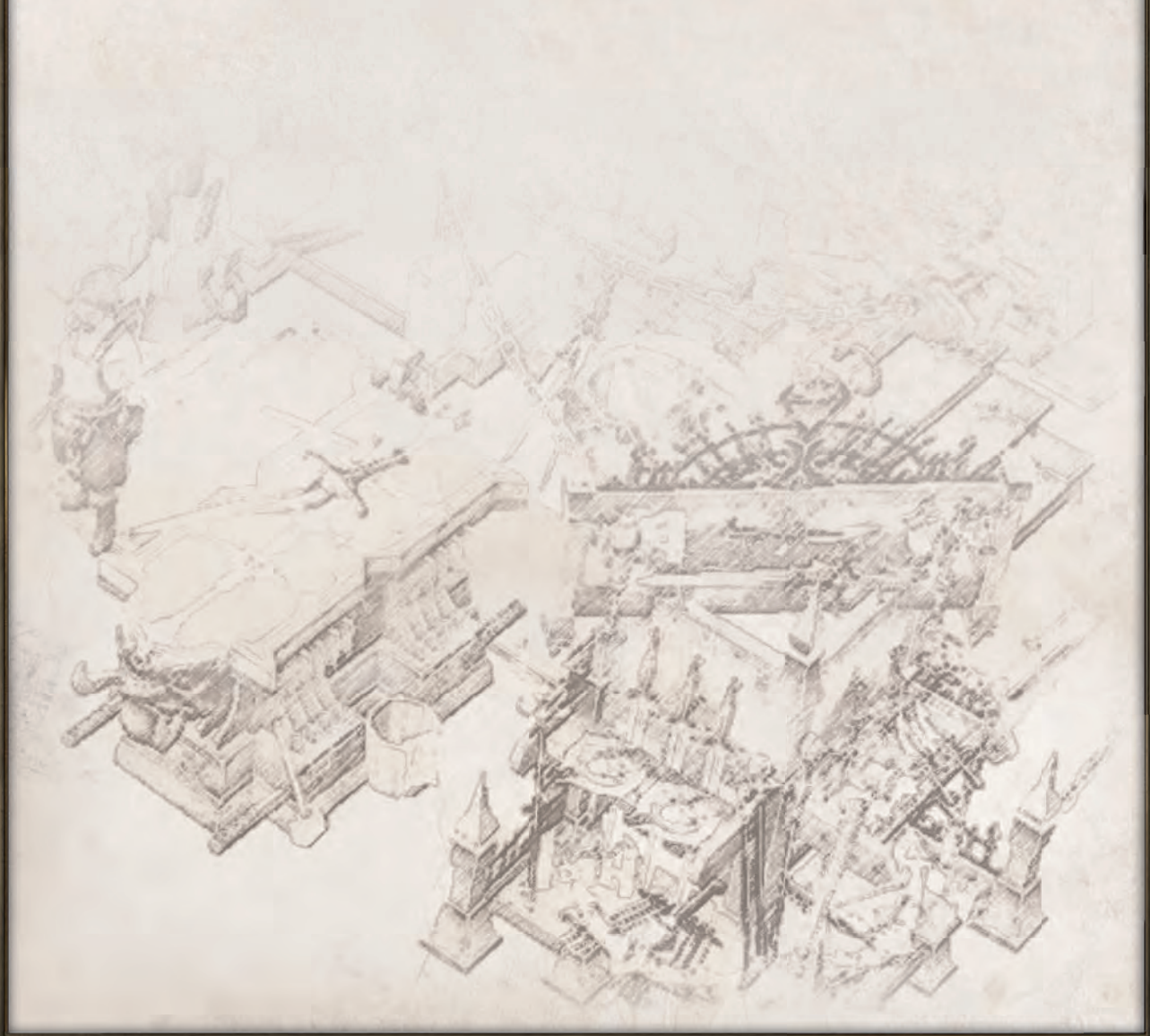
NAME	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Fine Mythical Staff	5 Random Affixes	Staff	60	134,719	41 Exquisite Essence, 8 Iridescent Tear, 12 Tome of Secrets
Fine Conquest Sword	5 Random Affixes	Sword_1H	60	131,586	38 Exquisite Essence, 8 Iridescent Tear, 11 Tome of Secrets
Fine Oni Blade	5 Random Affixes	Sword_2H	60	134,719	41 Exquisite Essence, 8 Iridescent Tear, 12 Tome of Secrets
Fine Strike Wand	5 Random Affixes	Wand	60	131,586	38 Exquisite Essence, 8 Iridescent Tear, 11 Tome of Secrets
Grand Galraki	6 Random Affixes	1-Hand Axe	60	167,076	53 Exquisite Essence, 11 Iridescent Tear, 15 Tome of Secrets
Grand Sagaris	6 Random Affixes	2-Hand Axe	60	171,054	58 Exquisite Essence, 11 Iridescent Tear, 17 Tome of Secrets
Grand Heaven Strand	6 Random Affixes	Belt	60	87,516	28 Exquisite Essence, 5 Iridescent Tear, 8 Tome of Secrets
Grand Soverign Greaves	6 Random Affixes	Boots	60	87,516	28 Exquisite Essence, 5 Iridescent Tear, 8 Tome of Secrets
Grand Phantom Bow	6 Random Affixes	Bow	60	171,054	58 Exquisite Essence, 11 Iridescent Tear, 17 Tome of Secrets
Grand Armplates	6 Random Affixes	Bracers	60	87,516	28 Exquisite Essence, 5 Iridescent Tear, 8 Tome of Secrets
Grand Flesh Ripper	6 Random Affixes	Ceremonial Knife	60	167,076	53 Exquisite Essence, 11 Iridescent Tear, 15 Tome of Secrets
Grand Heavy Baldric	6 Random Affixes	Champions Belt	60	91,494	35 Exquisite Essence, 5 Iridescent Tear, 10 Tome of Secrets
Grand Soverign Mail	6 Random Affixes	Chest	60	91,494	35 Exquisite Essence, 5 Iridescent Tear, 10 Tome of Secrets
Grand Stalker Cape	6 Random Affixes	Cloak	60	91,494	35 Exquisite Essence, 5 Iridescent Tear, 10 Tome of Secrets
Grand Zhezl	6 Random Affixes	Combat Staff	60	171,054	58 Exquisite Essence, 11 Iridescent Tear, 17 Tome of Secrets
Grand Doomcaster	6 Random Affixes	Crossbow	60	171,054	58 Exquisite Essence, 11 Iridescent Tear, 17 Tome of Secrets
Grand Piercer	6 Random Affixes	Dagger	60	167,076	53 Exquisite Essence, 11 Iridescent Tear, 15 Tome of Secrets
Grand Golden Talon	6 Random Affixes	Fist	60	167,076	53 Exquisite Essence, 11 Iridescent Tear, 15 Tome of Secrets
Grand Soverign Vambraces	6 Random Affixes	Gloves	60	87,516	28 Exquisite Essence, 5 Iridescent Tear, 8 Tome of Secrets
Grand Impellor	6 Random Affixes	Hand Crossbow	60	167,076	53 Exquisite Essence, 11 Iridescent Tear, 15 Tome of Secrets
Grand Soverign Helm	6 Random Affixes	Helm	60	91,494	35 Exquisite Essence, 5 Iridescent Tear, 10 Tome of Secrets
Grand Crag Hammer	6 Random Affixes	Mace_1H	60	167,076	53 Exquisite Essence, 11 Iridescent Tear, 15 Tome of Secrets
Grand Slag Hammer	6 Random Affixes	Mace_2H	60	171,054	58 Exquisite Essence, 11 Iridescent Tear, 17 Tome of Secrets

TRAINING LEVELS

BLACKSMITH LEVEL 10 (CONTINUED)

NAME	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Grand Massacre Axe	6 Random Affixes	1-Hand Mighty Weapon	60	167,076	53 Exquisite Essence, 11 Iridescent Tear, 15 Tome of Secrets
Grand Behemoth	6 Random Affixes	2-Hand Mighty Weapon	60	171,054	58 Exquisite Essence, 11 Iridescent Tear, 17 Tome of Secrets
Grand Unspeakable Thing	6 Random Affixes	Mojo	60	167,076	53 Exquisite Essence, 11 Iridescent Tear, 15 Tome of Secrets
Grand Orbit Stones	6 Random Affixes	Orb	60	167,076	53 Exquisite Essence, 11 Iridescent Tear, 15 Tome of Secrets
Grand Soverign Tassets	6 Random Affixes	Pants	60	91,494	35 Exquisite Essence, 5 Iridescent Tear, 10 Tome of Secrets
Grand Runic Quiver	6 Random Affixes	Quiver	60	167,076	53 Exquisite Essence, 11 Iridescent Tear, 15 Tome of Secrets
Grand Dread Shield	6 Random Affixes	Shield	60	167,076	53 Exquisite Essence, 11 Iridescent Tear, 15 Tome of Secrets
Grand Pallium	6 Random Affixes	Shoulders	60	87,516	28 Exquisite Essence, 5 Iridescent Tear, 8 Tome of Secrets

NAME	CRAFTED PROPERTIES	TYPE	REQ LEVEL	COST	REQUIRED MATERIALS
Grand Ghost Sight	6 Random Affixes	SpiritStone	60	91,494	35 Exquisite Essence, 5 Iridescent Tear, 10 Tome of Secrets
Grand Mythical Staff	6 Random Affixes	Staff	60	171,054	58 Exquisite Essence, 11 Iridescent Tear, 17 Tome of Secrets
Grand Conquest Sword	6 Random Affixes	Sword_1H	60	167,076	53 Exquisite Essence, 11 Iridescent Tear, 15 Tome of Secrets
Grand Oni Blade	6 Random Affixes	Sword_2H	60	171,054	58 Exquisite Essence, 11 Iridescent Tear, 17 Tome of Secrets
Manitou Mask	6 Random Affixes	Voodoo Mask	60	91,494	35 Exquisite Essence, 5 Iridescent Tear, 10 Tome of Secrets
Grand Strike Wand	6 Random Affixes	Wand	60	167,076	53 Exquisite Essence, 11 Iridescent Tear, 15 Tome of Secrets
Archmage Headpiece	6 Random Affixes	WizardHat	60	91,494	35 Exquisite Essence, 5 Iridescent Tear, 10 Tome of Secrets



JEWELER LEVEL 1-6

LEVEL 1: APPRENTICE

Shen is already an Apprentice-level jeweler when you first meet him. As such, he can combine three Chipped gems of the same type into a Flawed version of that gem type.

TRAINING COST FOR LEVEL
N/A

APPRENTICE GEM DESIGNS

GEM	COST	MATERIALS NEEDED	CRAFTED PROPERTIES
Flawed Amethyst	500	3 Chipped Amethyst	Weapon: Each Hit Adds Life, Helm: Add Life, Other: Vitality
Flawed Emerald	500	3 Chipped Emerald	Weapon: Critical Hit Damage Increased, Helm: Better Chance of Finding Magical Items, Other: Dexterity
Flawed Ruby	500	3 Chipped Ruby	Weapon: Adds Damage, Helm: Increases Experience Rewarded per Kill, Other: Strength
Flawed Topaz	500	3 Chipped Topaz	Weapon: Melee attackers take Damage per hit, Helm: Extra Gold from Monsters, Other: Intelligence

LEVEL 2: JOURNEYMAN

Once you provide the required training, Shen becomes a Journeyman jeweler with enough experience to combine three Flawed gems of the same type into a standard gem of that type.

TRAINING COST FOR LEVEL
5000

JOURNEYMAN GEM DESIGNS

GEM	COST	MATERIALS NEEDED	CRAFTED PROPERTIES
Amethyst	750	3 Flawed Amethyst	Weapon: Each Hit Adds Life, Helm: Add Life, Other: Vitality
Emerald	750	3 Flawed Emerald	Weapon: Critical Hit Damage Increased, Helm: Better Chance of Finding Magical Items, Other: Dexterity
Ruby	750	3 Flawed Ruby	Weapon: Adds Damage, Helm: Increases Experience Rewarded per Kill, Other: Strength
Topaz	750	3 Flawed Topaz	Weapon: Melee attackers take 6 Damage per hit, Helm: 9% Extra Gold from Monsters, Other: 14 Intelligence

LEVEL 3: ADEPT

As an Adept Jeweler, Shen can combine standard gems into Flawless gems. The list of gem designs he can now create includes Flawless versions of Amethyst, Emerald, Topaz, and Ruby.

TRAINING COST FOR LEVEL
5000

ADEPT GEM DESIGNS

GEM	COST	MATERIALS NEEDED	CRAFTED PROPERTIES
Flawless Amethyst	1250	3 Amethyst	Weapon: Each Hit Adds Life, Helm: Add Life, Other: Vitality
Flawless Emerald	1250	3 Emerald	Weapon: Critical Hit Damage Increased, Helm: Better Chance of Finding Magical Items, Other: Dexterity
Flawless Ruby	1250	3 Ruby	Weapon: Adds Damage, Helm: Increases Experience Rewarded per Kill, Other: Strength
Flawless Topaz	1250	3 Topaz	Weapon: Melee attackers take Damage per hit, Helm: Extra Gold from Monsters, Other: Intelligence

LEVEL 4: MASTER

To train Covetous Shen to the Master level, you need more than just gold; you must also provide 10 Pages of Jewelcrafting. As a jeweler of the Master rank, Shen can combine Flawless gems into Perfect gem designs.

TRAINING COST FOR LEVEL
10,000 10

MASTER GEM DESIGNS

GEM	COST	MATERIALS NEEDED	CRAFTED PROPERTIES
Perfect Amethyst	2000, 1 Page of Jewelcrafting	3 Flawless Amethyst	Weapon: Each Hit Adds Life, Helm: Add Life, Other: Vitality
Perfect Emerald	2000, 1 Page of Jewelcrafting	3 Flawless Emerald	Weapon: Critical Hit Damage Increased, Helm: Better Chance of Finding Magical Items, Other: Dexterity
Perfect Ruby	2000, 1 Page of Jewelcrafting	3 Flawless Ruby	Weapon: Adds Damage, Helm: Increases Experience Rewarded per Kill, Other: Strength
Perfect Topaz	2000, 1 Page of Jewelcrafting	3 Flawless Topaz	Weapon: Melee attackers take Damage per hit, Helm: Extra Gold from Monsters, Other: Intelligence

LEVEL 5: GRAND MASTER

As a Grand Master, Shen can now combine Perfect gems into Radiant gem designs.

TRAINING COST FOR LEVEL
10,000 10

GRAND MASTER GEM DESIGNS

GEM	COST	MATERIALS NEEDED	CRAFTED PROPERTIES
Radiant Amethyst	3500, 2 Page of Jewelcrafting	3 Perfect Amethyst	Weapon: Each Hit Adds Life, Helm: Add Life, Other: Vitality
Radiant Emerald	3500, 2 Page of Jewelcrafting	3 Perfect Emerald	Weapon: Critical Hit Damage Increased, Helm: Better Chance of Finding Magical Items, Other: Dexterity
Radiant Ruby	3500, 2 Page of Jewelcrafting	3 Perfect Ruby	Weapon: Adds Damage, Helm: Increases Experience Rewarded per Kill, Other: Strength
Radiant Topaz	3500, 2 Page of Jewelcrafting	3 Perfect Topaz	Weapon: Melee attackers take Damage per hit, Helm: Extra Gold from Monsters, Other: Intelligence

LEVEL 6: ILLUSTRIOUS

As a jeweler of the Illustrious rank, Shen can combine Radiant gems into Square gem designs.

TRAINING COST FOR LEVEL
10,000 10

ILLUSTRIOUS GEM DESIGNS

GEM	COST	MATERIALS NEEDED	CRAFTED PROPERTIES
Square Amethyst	7500, 1 Tome of Jewelcrafting	3 Radiant Amethyst	Weapon: Each Hit Adds Life, Helm: Add Life, Other: Vitality
Square Emerald	7500, 1 Tome of Jewelcrafting	3 Radiant Emerald	Weapon: Critical Hit Damage Increased, Helm: Better Chance of Finding Magical Items, Other: Dexterity
Square Ruby	7500, 1 Tome of Jewelcrafting	3 Radiant Ruby	Weapon: Adds Damage, Helm: Increases Experience Rewarded per Kill, Other: Strength
Square Topaz	7500, 1 Tome of Jewelcrafting	3 Radiant Topaz	Weapon: Melee attackers take Damage per hit, Helm: Extra Gold from Monsters, Other: Intelligence

LEVEL 7: MAGNIFICENT

Once trained to the Magnificent rank, Shen can combine Square gems into Flawless Square gem designs.

TRAINING COST FOR LEVEL
10,000 10

MAGNIFICENT GEM DESIGNS

GEM	COST	MATERIALS NEEDED	CRAFTED PROPERTIES
Flawless Square Amethyst	20,000, 2 Tome of Jewelcrafting	3 Square Amethyst	Weapon: Each Hit Adds Life, Helm: Add Life, Other: Vitality
Flawless Square Emerald	20,000, 2 Tome of Jewelcrafting	3 Square Emerald	Weapon: Critical Hit Damage Increased, Helm: Better Chance of Finding Magical Items, Other: Dexterity
Flawless Square Ruby	20,000, 2 Tome of Jewelcrafting	3 Square Ruby	Weapon: Adds Damage, Helm: Increases Experience Rewarded per Kill, Other: Strength
Flawless Square Topaz	20,000, 2 Tome of Jewelcrafting	3 Square Topaz	Weapon: Melee attackers take Damage per hit, Helm: Extra Gold from Monsters, Other: Intelligence

LEVEL 8: RESPLENDENT

As a Resplendent jeweler, Shen can now combine Flawless Square gems into high-level Perfect Square gems.

TRAINING COST FOR LEVEL
20,000 10

RESPLENDENT GEM DESIGNS

GEM	COST	MATERIALS NEEDED	CRAFTED PROPERTIES
Perfect Square Amethyst	30,000, 3 Tome of Secrets	3 Flawless Square Amethyst	Weapon: Each Hit Adds Life, Helm: Add Life, Other: Vitality
Perfect Square Emerald	30,000, 3 Tome of Secrets	3 Flawless Square Emerald	Weapon: Critical Hit Damage Increased, Helm: Better Chance of Finding Magical Items, Other: Dexterity
Perfect Square Ruby	30,000, 3 Tome of Secrets	3 Flawless Square Ruby	Weapon: Adds Damage, Helm: Increases Experience Rewarded per Kill, Other: Strength
Perfect Square Topaz	30,000, 3 Tome of Secrets	3 Flawless Square Topaz	Weapon: Melee attackers take Damage per hit, Helm: Extra Gold from Monsters, Other: Intelligence

LEVEL 9: GLORIOUS

As an artisan of the Glorious rank, Shen can now combine Perfect Square gems into powerful Radiant Square gems.

TRAINING COST FOR LEVEL
30,000 10

GLORIOUS GEM DESIGNS

GEM	COST	MATERIALS NEEDED	CRAFTED PROPERTIES
Radiant Square Amethyst	50,000, 6 Tome of Secrets	3 Perfect Square Amethyst	Weapon: Each Hit Adds Life, Helm: Add Life, Other: Vitality
Radiant Square Emerald	50,000, 6 Tome of Secrets	3 Perfect Square Emerald	Weapon: Critical Hit Damage Increased, Helm: Better Chance of Finding Magical Items, Other: Dexterity
Radiant Square Ruby	50,000, 6 Tome of Secrets	3 Perfect Square Ruby	Weapon: Adds Damage, Helm: Increases Experience Rewarded per Kill, Other: Strength
Radiant Square Topaz	50,000, 6 Tome of Secrets	3 Perfect Square Topaz	Weapon: Melee attackers take Damage per hit, Helm: Extra Gold from Monsters, Other: Intelligence

LEVEL 10: EXALTED

Once Covetous Shen reaches the highest level of his profession, he can combine Radiant Square gems into incomparable Star gems. He can also learn the jewel-crafting designs that you find out in the world, dropped by slain monsters or other loot sources.

TRAINING COST FOR LEVEL
40,000 20

EXALTED GEM DESIGNS

GEM	COST	MATERIALS NEEDED	CRAFTED PROPERTIES
Star Amethyst	80,000, 9 Tome of Secrets	3 Radiant Square Amethyst	Weapon: Each Hit Adds Life, Helm: Add Life, Other: Vitality
Star Emerald	80,000, 9 Tome of Secrets	3 Radiant Square Emerald	Weapon: Critical Hit Damage Increased, Helm: Better Chance of Finding Magical Items, Other: Dexterity
Star Ruby	80,000, 9 Tome of Secrets	3 Radiant Square Ruby	Weapon: Adds Damage, Helm: Increases Experience Rewarded per Kill, Other: Strength
Star Topaz	80,000, 9 Tome of Secrets	3 Radiant Square Topaz	Weapon: Melee attackers take Damage per hit, Helm: Extra Gold from Monsters, Other: Intelligence

FOUND GEM DESIGNS

FOUND DESIGNS: FLAWLESS STAR

GEM	COST	MATERIALS NEEDED	CRAFTED PROPERTIES
Flawless Star Amethyst	100,000, 12 Tome of Secrets	3 Star Amethyst	Weapon: Each Hit Adds Life, Helm: Add Life, Other: Vitality
Flawless Star Emerald	100,000, 12 Tome of Secrets	3 Star Emerald	Weapon: Critical Hit Damage Increased, Helm: Better Chance of Finding Magical Items, Other: Dexterity
Flawless Star Ruby	100,000, 12 Tome of Secrets	3 Star Ruby	Weapon: Adds Damage, Helm: Increases Experience Rewarded per Kill, Other: Strength
Flawless Star Topaz	100,000, 12 Tome of Secrets	3 Star Topaz	Weapon: Melee attackers take Damage per hit, Helm: Extra Gold from Monsters, Other: Intelligence

FOUND DESIGNS: PERFECT STAR

GEM	COST	MATERIALS NEEDED	CRAFTED PROPERTIES
Perfect Star Amethyst	200,000, 15 Tome of Secrets	3 Flawless Star Amethyst	Weapon: Each Hit Adds Life, Helm: Add Life, Other: Vitality
Perfect Star Emerald	200,000, 15 Tome of Secrets	3 Flawless Star Emerald	Weapon: Critical Hit Damage Increased, Helm: Better Chance of Finding Magical Items, Other: Dexterity
Perfect Star Ruby	200,000, 15 Tome of Secrets	3 Flawless Star Ruby	Weapon: Adds Damage, Helm: Increases Experience Rewarded per Kill, Other: Strength
Perfect Star Topaz	200,000, 15 Tome of Secrets	3 Flawless Star Topaz	Weapon: Melee attackers take Damage per hit, Helm: Extra Gold from Monsters, Other: Intelligence

FOUND DESIGNS: RADIANT STAR

GEM	COST	MATERIALS NEEDED	CRAFTED PROPERTIES
Radiant Star Amethyst	400,000, 20 Tome of Secrets	3 Perfect Star Amethyst	Weapon: Each Hit Adds Life, Helm: Add Life, Other: Vitality
Radiant Star Emerald	400,000, 20 Tome of Secrets	3 Perfect Star Emerald	Weapon: Critical Hit Damage Increased, Helm: Better Chance of Finding Magical Items, Other: Dexterity
Radiant Star Ruby	400,000, 20 Tome of Secrets	3 Perfect Star Ruby	Weapon: Adds Damage, Helm: Increases Experience Rewarded per Kill, Other: Strength
Radiant Star Topaz	400,000, 20 Tome of Secrets	3 Perfect Star Topaz	Weapon: Melee attackers take Damage per hit, Helm: Extra Gold from Monsters, Other: Intelligence

THE LOOT SYSTEM

Every time you kill a monster or smash a breakable object in *Diablo III*, there's a chance that the fallen foe or broken barrel will yield a "loot drop"—a pile of collectible items that falls to the ground for easy pickup. These items can be gold, health globes, potions, gems, dyes, weapons, armor, or other equipment. In this chapter, we review these items and take a look at the unique way that *Diablo III* generates them.

How loot appears in the game—whether or not it drops, the amount, and the properties of each item—is randomized based on several key variables. If a monster drops loot, the quality of the item(s) dropped is most affected by the monster's level. If the loot bursts from an environmental object like a chest or barrel or pile of bones, the type/quality of items is most affected by where you're at in the game.

Other factors can come into play, as well. The fact is, *Diablo III* monsters can drop a wide range of loot items, but the odds of a low-level monster dropping a high-quality item are extremely small. So overall, it works just as you'd expect: The higher a monster's level, the better chance that it drops good loot after you slay the beast.

ITEMS AND AFFIXES

Some of the loot dropped in *Diablo III* is equipment that can enhance the Hero's attributes—like a better helm to boost your Armor stat, a better sword to increase the Damage you inflict and maybe add elemental damage, and so on. But unlike other games, *Diablo III* can't just provide you with a static list of all items available.

Here's why: if the game generates an item drop after you slay a monster, it starts with a base piece of equipment and determines its quality and rarity. These traits are "weighted" by the quality and rarity of the monster itself. In other words, the system's odds favor a loot drop that roughly matches the slain monster's level.

But that's not all. Within parameters and ranges based on monster level and other variables, the system may also randomly assign special properties to the item. These enhancements are indicated by "affixes"—descriptive word tags added before or after the base item's name.

Here's an example: Let's say you kill a monster and it drops an item called the Broad Axe of the Leech. The base item is the Broad Axe, a low-level one-handed axe. In this particular case, the game has also randomly assigned an affix that indicates an enhancement to the weapon—the suffix "of the Leech."

This weapon, then, has two elements: **The Broad Axe has a damage range of 4-7 per hit.**
The suffix "of the Leech" heals the Hero every time you successfully land a blow.

Again, the higher the monster's level, the higher the quality of item(s) it drops when killed. One reason is that the special properties bestowed on base items by affixes get more powerful as the monsters get tougher. We explain the details of these *Treasure Tiers* in a second.

With hundreds of items and affixes available for random combinations, the number of items the game can generate is really, *really* big. Listing all possible items would fill a set of encyclopedias. So instead, we'll explain further how the loot system works, and then list only its basic components.

TREASURE TIERS

Again, there are ranges of quality for both the base item *and* for any affixed special properties. As we said, the primary variable that determines the quality of a slain monster's loot drop is the monster's level—the higher the monster level, the more the odds are weighted in favor of it dropping a higher quality base item, and the better chance that the game will also attach higher quality enhancements (or "affixes") to that base item.

These item/affix ranges are divided into "tiers" that correspond to the monster levels. If the monster is a low-level creature, chances are that any gear it drops will be selected from the lower tiers of items, and enhancements assigned (if any) will be from lower-tier affixes. Thus, each monster is said to have a "treasure tier" based on its level—the game tends to drop random items selected from item/affix tiers that correspond to the monster's level.

As mentioned earlier, it is possible for a lower-level monster to drop a mighty, marvelous, high-quality item. But that chance is very small.

TYPICAL LOOT DROP

Before we move on, here's another simplified example. Let's say you kill a monster and the game randomly decides that the slain beast will drop a one-handed mace enhanced to inflict Cold damage:

- *One-handed maces range in quality from the lowly Club (required level to use is 1) with its average damage per second (DPS) rate of 5.1, all the way up to the fearsome Demolisher (required level to use is 60) with its average DPS of 272.*
- *Cold damage affixes for weapons range in quality from the tier 1 affix "of Winter" which adds 1-4 Cold damage per hit, all the way up to the tier 14 affix "of the Avalanche" with a Cold damage bonus range of 86 to 345 per hit.*

So if you kill a very low-level monster, and the game randomly chooses to drop a one-handed mace with Cold damage bonus affix, chances are it would drop something like the "Club of Winter." But if the slain monster is an extremely high-level beast, the dropped item will probably be something more like "Demolisher of the Avalanche."

Again, this is a simplified example. There is an element of random chance in every item drop, with the game making selections as if rolling many-sided dice. (In fact, the game designers often refer to the game as "rolling" a selection when an item is dropped or a monster spawns in a particular area.) But this gives you a good illustration of how item drops are typically generated in *Diablo III*.

SPECIAL ITEMS

Most items found in the game are of the common sort, but some are more special, with added properties. These fall into three categories: Rare & Magic items, Legendary items, and Special Sets.

RARE & MAGIC ITEMS

Rare and Magic items are imbued with random combinations of special properties. Rare items feature yellow backgrounds and lettering in their info pop-up windows; Magic items have blue backgrounds and lettering.

LEGENDARY ITEMS

These items have special names—Leoric's Crown (a helm), Echoing Fury (a mace), Eye of Etlich (an amulet), and so on. Each one features a potent mix of enhanced qualities that include some random properties. Look for Legendary items to drop when you slay powerful monsters or from chests and other environmental containers. Legendary items feature brown backgrounds and lettering in their info pop-up windows.

SPECIAL SETS

In *Diablo III*, you can find or craft certain items that can be grouped together into matching sets. Individually, these items have plenty of special properties. But when you equip *all* items of the same set at once, you pick up additional powers and enhancements. Items that are part of item sets feature green backgrounds and lettering in their info pop-up windows.

Here's an example: If you find the blacksmith plan for the item set called "Born's Aegis" and deliver it to Haedrig the Blacksmith, he can craft the following three items: Born's Pauldrons (shoulders), Born's Carapace (chest armor), and Born's Seething Rage (one-handed sword). Each item is powerful in its own right, but equipping the entire set significantly boosts your Defense stat! Of course, each piece of the set is very expensive to craft, as well.

THE EQUIPMENT AFFIXES

Affixes are word tags that designate specific enhancements added to a piece of equipment. Each affix indicates a stat boost or some other special effect. The tag can be a *suffix* at the end of the item's name, or a *prefix* added before the item's name.

So a simple Dagger might be enhanced by the prefix "Keen" to become a Keen Dagger, which increases its attack speed by 6-7 percent. Or the Dagger might add the suffix "of Flame" to become the Dagger of Flame, which adds 1-5 points of Fire damage to your dagger strikes. Or it could add both— as in, the Keen Dagger of Flame!

Affix Level Minimum

Inside the *Diablo III* game engine, all items have an internal level number, and every affix has an "affix level minimum." If an item's internal level number is below an affix's level minimum, the affix cannot be applied to the item. This prevents the incongruity of attaching extremely powerful affixes to crude, lowly items.

Note that the same affix sometimes spreads across several "tiers" or levels of an effect. For example, the prefix "Pure" is the same for the first four tiers of the Poison Resistance attribute, although the stats increase for each tier. Again, these "tiers" roughly correspond to the difficulty you faced in acquiring the item with the affix. If the slain monster that dropped the item was a low-level creature, chances are that both the item and the affix attached to the item are each also of a lower tier.

AFFIX TYPE: DAMAGE

DAMAGE PERCENTAGE

WEAPON

AFFIX	TIER	EFFECT
Ferocious	1	10-15% More Damage
	2	16-20% More Damage
	3	21-25% More Damage
Savage	4	26-30% More Damage
	5	31-35% More Damage
	6	36-40% More Damage
Grim	7	41-50% More Damage

MINIMUM DAMAGE

POLEARM, SPEAR, BOW, CEREMONIAL KNIFE, WAND

AFFIX	TIER	EFFECT
of Destruction	1	Increases weapon minimum damage by 9%
of Severing	2	Increases weapon minimum damage by 10-13%
	3	Increases weapon minimum damage by 13-17%
	4	Increases weapon minimum damage by 17-22%
	5	Increases weapon minimum damage by 22-27%
of Devastation	6	Increases weapon minimum damage by 27-33%

DAGGER, HAND CROSSBOW

AFFIX	TIER	EFFECT
of Destruction	1	Increases weapon minimum damage by 9%
of Severing	2	Increases weapon minimum damage by 10-12%
	3	Increases weapon minimum damage by 13-15%
	4	Increases weapon minimum damage by 16-19%
	5	Increases weapon minimum damage by 20-23%
of Devastation	6	Increases weapon minimum damage by 24-30%

AMULET, RING

AFFIX	TIER	EFFECT
of Destruction	1	Increases minimum damage by 9%
of Severing	2	Increases minimum damage by 10-13%
	3	Increases minimum damage by 13-17%
	4	Increases minimum damage by 17-22%
	5	Increases minimum damage by 22-27%
of Devastation	6	Increases minimum damage by 27-33%

MAXIMUM DAMAGE

POLEARM, SPEAR, BOW, CEREMONIAL KNIFE, WAND

AFFIX	TIER	EFFECT
of Maiming	1	Increases weapon maximum damage by 9%
of Strife	2	Increases weapon maximum damage by 10-13%
	3	Increases weapon maximum damage by 13-17%
	4	Increases weapon maximum damage by 17-22%
	5	Increases weapon maximum damage by 22-27%
of Doom	6	Increases weapon maximum damage by 27-33%

DAGGER, HAND CROSSBOW

AFFIX	TIER	EFFECT
of Maiming	1	Increases weapon maximum damage by 9%
of Strife	2	Increases weapon maximum damage by 10-12%
	3	Increases weapon maximum damage by 13-15%
	4	Increases weapon maximum damage by 16-19%
	5	Increases weapon maximum damage by 20-23%
of Doom	6	Increases weapon maximum damage by 24-30%

AMULET, RING

AFFIX	TIER	EFFECT
of Maiming	1	Increases maximum damage by 9%
of Strife	2	Increases maximum damage by 10-13%
	3	Increases maximum damage by 13-17%
	4	Increases maximum damage by 17-22%
	5	Increases maximum damage by 22-27%
of Doom	6	Increases maximum damage by 27-33%

MINIMUM/MAXIMUM DAMAGE

POLEARM, SPEAR, BOW, CEREMONIAL KNIFE, WAND

AFFIX	TIER	EFFECT
of Wounding	1	Increases min weapon damage by 1-2% Increases max weapon damage by 1-2%
	2	Increases min weapon damage by 1-2% Increases max weapon damage by 1-2%
	3	Increases min weapon damage by 1-2% Increases max weapon damage by 2-3%
	4	Increases min weapon damage by 2-4% Increases max weapon damage by 3-5%
of Agony	5	Increases min weapon damage by 3-6% Increases max weapon damage by 4-8%
	6	Increases min weapon damage by 6-11% Increases max weapon damage by 7-14%
	7	Increases min weapon damage by 11-21% Increases max weapon damage by 14-28%
	8	Increases min weapon damage by 19-38% Increases max weapon damage by 26-51%
of Malice	9	Increases min weapon damage by 32-63% Increases max weapon damage by 42-84%
	10	Increases min weapon damage by 47-93% Increases max weapon damage by 62-124%
	11	Increases min weapon damage by 66-132% Increases max weapon damage by 88-176%
	12	Increases min weapon damage by 87-173% Increases max weapon damage by 116-231%
	13	Increases min weapon damage by 112-224% Increases max weapon damage by 149-298%
of Death	14	Increases min weapon damage by 143-286% Increases max weapon damage by 191-381%

DAGGER, HAND CROSSBOW

AFFIX	TIER	EFFECT
of Wounding	1	Increases min weapon damage by 1-2% Increases max weapon damage by 1-2%
	2	Increases min weapon damage by 1-2% Increases max weapon damage by 1-2%
	3	Increases min weapon damage by 1-2% Increases max weapon damage by 2-3%
	4	Increases min weapon damage by 2-3% Increases max weapon damage by 2-4%
of Agony	5	Increases min weapon damage by 3-6% Increases max weapon damage by 4-8%
	6	Increases min weapon damage by 5-10% Increases max weapon damage by 7-13%
	7	Increases min weapon damage by 10-20% Increases max weapon damage by 14-27%
	8	Increases min weapon damage by 18-36% Increases max weapon damage by 24-48%
of Malice	9	Increases min weapon damage by 30-60% Increases max weapon damage by 40-80%
	10	Increases min weapon damage by 44-88% Increases max weapon damage by 59-117%
	11	Increases min weapon damage by 58-115% Increases max weapon damage by 77-153%
	12	Increases min weapon damage by 76-152% Increases max weapon damage by 101-202%
	13	Increases min weapon damage by 98-196% Increases max weapon damage by 131-261%
of Death	14	Increases min weapon damage by 125-250% Increases max weapon damage by 167-333%

AMULET, RING

AFFIX	TIER	EFFECT
of Wounding	1	Increases both max/min damage by 1%
	2	Increases both max/min damage by 2%
	3	Increases both max/min damage by 3%
	4	Increases both max/min damage by 4%
of Agony	5	Increases both max/min damage by 5%
	6	Increases both max/min damage by 6%
	7	Increases both max/min damage by 7%
	8	Increases both max/min damage by 8%
of Malice	9	Increases both max/min damage by 9%
	10	Increases both max/min damage by 10-13%
	11	Increases both max/min damage by 13-17%
	12	Increases both max/min damage by 17-22%
	13	Increases both max/min damage by 22-27%
of Death	14	Increases both max/min damage by 27-33%

REFLECT DAMAGE TO ATTACKER

AMULET, BELT, CHEST ARMOR, SHOULDERS, SHIELD

AFFIX	TIER	EFFECT
of Thorns	1	Reflects 1% damage back at attacker
	2	Reflects 2% damage back at attacker
	3	Reflects 3-6% damage back at attacker
	4	Reflects 7-12% damage back at attacker
	5	Reflects 13-21% damage back at attacker
of Barbs	6	Reflects 22-39% damage back at attacker
	7	Reflects 40-70% damage back at attacker
	8	Reflects 71-121% damage back at attacker
	9	Reflects 122-229% damage back at attacker
	10	Reflects 230-364% damage back at attacker
of Spikes	11	Reflects 365-551% damage back at attacker
	12	Reflects 552-811% damage back at attacker
	13	Reflects 812-1242% damage back at attacker
	14	Reflects 1243-1712% damage back at attacker
of Razors	15	Reflects 1713-2544% damage back at attacker

ARMOR, OFFHAND, RING

AFFIX	TIER	EFFECT
of Thorns	1	Reflects 1% damage back at attacker
	2	Reflects 2% damage back at attacker
	3	Reflects 3-4% damage back at attacker
	4	Reflects 5-7% damage back at attacker
	5	Reflects 8-12% damage back at attacker
of Barbs	6	Reflects 13-22% damage back at attacker
	7	Reflects 23-40% damage back at attacker
	8	Reflects 41-69% damage back at attacker
	9	Reflects 70-131% damage back at attacker
	10	Reflects 132-208% damage back at attacker
of Spikes	11	Reflects 209-315% damage back at attacker
	12	Reflects 316-464% damage back at attacker
	13	Reflects 465-710% damage back at attacker
	14	Reflects 711-979% damage back at attacker
of Razors	15	Reflects 980-1454% damage back at attacker

ARMOR BONUS

AMULET, CHEST ARMOR, HELM, PANTS, SHIELD, TEMPLAR RELIC

AFFIX	TIER	EFFECT
of the Fortress	1	Adds 127-217 to Armor
	2	Adds 218-240 to Armor
	3	Adds 241-262 to Armor
	4	Adds 263-285 to Armor
	5	Adds 286-322 to Armor
	6	Adds 323-360 to Armor
of the Castle	7	Adds 361-397 to Armor

RING, ARMOR

AFFIX	TIER	EFFECT
of the Fortress	1	Adds 85-145 to Armor
	2	Adds 146-160 to Armor
	3	Adds 161-175 to Armor
	4	Adds 176-190 to Armor
	5	Adds 191-215 to Armor
	6	Adds 216-240 to Armor
of the Castle	7	Adds 241-265 to Armor

DAMAGE REDUCTION VS. MISSILES

CHEST ARMOR, BRACERS

AFFIX	TIER	EFFECT
Deflecting	1	2-4% Damage Reduction vs. Ranged
	2	3-4% Damage Reduction vs. Ranged
	3	4% Damage Reduction vs. Ranged
	4	5-6% Damage Reduction vs. Ranged

DAMAGE REDUCTION VS. MELEE

CHEST ARMOR, SHIELD

AFFIX	TIER	EFFECT
of the Gladiator	1	3-4% Damage Reduction vs. Ranged
	2	3-4% Damage Reduction vs. Ranged
	3	4% Damage Reduction vs. Ranged
	4	5-6% Damage Reduction vs. Ranged

AFFIX TYPE: ELEMENTAL DAMAGE

FIRE DAMAGE

POLEARM, SPEAR, BOW, CEREMONIAL KNIFE, WAND

AFFIX	TIER	EFFECT
of Flame	1	Adds 1-4% Fire damage
	2	Adds 1-4% Fire damage
	3	Adds 1-5% Fire damage
	4	Adds 2-9% Fire damage
	5	Adds 3-14% Fire damage
of Immolation	6	Adds 6-25% Fire damage
	7	Adds 11-49% Fire damage
	8	Adds 19-89% Fire damage
	9	Adds 32-147% Fire damage
of Burning	10	Adds 47-217% Fire damage
	11	Adds 66-308% Fire damage
	12	Adds 87-404% Fire damage
	13	Adds 112-522% Fire damage
of Incineration	14	Adds 143-667% Fire damage

DAGGER, HAND CROSSBOW

AFFIX	TIER	EFFECT
of Flame	1	Adds 1-4% Fire damage
	2	Adds 1-4% Fire damage
	3	Adds 1-4% Fire damage
	4	Adds 2-7% Fire damage
	5	Adds 3-11% Fire damage
of Immolation	6	Adds 5-21% Fire damage
	7	Adds 9-40% Fire damage
	8	Adds 15-70% Fire damage
	9	Adds 26-119% Fire damage
of Burning	10	Adds 37-173% Fire damage
	11	Adds 53-245% Fire damage
	12	Adds 69-322% Fire damage
	13	Adds 90-418% Fire damage
of Incineration	14	Adds 114-532% Fire damage

COLD DAMAGE

POLEARM, SPEAR, BOW, CEREMONIAL KNIFE, WAND

AFFIX	TIER	EFFECT
of Winter	1	Adds 1-4% Cold damage
	2	Adds 1-4% Cold damage
	3	Adds 1-4% Cold damage
	4	Adds 1-5% Cold damage
	5	Adds 2-7% Cold damage
of Shivers	6	Adds 3-14% Cold damage
	7	Adds 7-30% Cold damage
	8	Adds 12-53% Cold damage
	9	Adds 19-89% Cold damage
of Frost	10	Adds 28-130% Cold damage
	11	Adds 40-184% Cold damage
	12	Adds 52-242% Cold damage
	13	Adds 67-313% Cold damage
of the Avalanche	14	Adds 86-399% Cold damage

DAGGER, HAND CROSSBOW

AFFIX	TIER	EFFECT
of Winter	1	Adds 1-4% Cold damage
	2	Adds 1-4% Cold damage
	3	Adds 1-4% Cold damage
	4	Adds 1-5% Cold damage
	5	Adds 2-7% Cold damage
of Shivers	6	Adds 3-12% Cold damage
	7	Adds 6-25% Cold damage
	8	Adds 10-44% Cold damage
	9	Adds 16-74% Cold damage
of Frost	10	Adds 24-109% Cold damage
	11	Adds 33-154% Cold damage
	12	Adds 44-203% Cold damage
	13	Adds 56-261% Cold damage
of the Avalanche	14	Adds 72-334% Cold damage

HOLY DAMAGE

POLEARM, SPEAR, BOW, CEREMONIAL KNIFE, WAND

AFFIX	TIER	EFFECT
of the Angels	1	Adds 1-4% Holy damage
	2	Adds 1-4% Holy damage
	3	Adds 1-5% Holy damage
	4	Adds 2-9% Holy damage
	5	Adds 3-14% Holy damage
of Grace	6	Adds 6-25% Holy damage
	7	Adds 11-49% Holy damage
	8	Adds 19-89% Holy damage
	9	Adds 32-147% Holy damage
of Smiting	10	Adds 47-211% Holy damage
	11	Adds 66-308% Holy damage
	12	Adds 87-404% Holy damage
	13	Adds 112-522% Holy damage
of the Heavens	14	Adds 143-667% Holy damage

DAGGER, HAND CROSSBOW

AFFIX	TIER	EFFECT
of the Angels	1	Adds 1-4% Holy damage
	2	Adds 1-4% Holy damage
	3	Adds 1-4% Holy damage
	4	Adds 2-7% Holy damage
	5	Adds 3-11% Holy damage
of Grace	6	Adds 5-21% Holy damage
	7	Adds 9-40% Holy damage
	8	Adds 15-70% Holy damage
	9	Adds 26-119% Holy damage
of Smiting	10	Adds 37-173% Holy damage
	11	Adds 53-245% Holy damage
	12	Adds 69-322% Holy damage
	13	Adds 90-418% Holy damage
of the Heavens	14	Adds 114-532% Holy damage

LIGHTNING DAMAGE

POLEARM, SPEAR, BOW, CEREMONIAL KNIFE, WAND

AFFIX	TIER	EFFECT
of the Eel	1	Adds 1-4 Lightning damage
	2	Adds 1-4 Lightning damage
	3	Adds 1-5 Lightning damage
	4	Adds 2-9 Lightning damage
of Storms	5	Adds 3-14 Lightning damage
	6	Adds 6-25 Lightning damage
	7	Adds 11-49 Lightning damage
	8	Adds 19-89 Lightning damage
	9	Adds 32-147 Lightning damage
of Discord	10	Adds 47-211 Lightning damage
	11	Adds 66-308 Lightning damage
	12	Adds 87-404 Lightning damage
	13	Adds 112-522 Lightning damage
of Conflagration	14	Adds 143-667 Lightning damage

DAGGER, HAND CROSSBOW

AFFIX	TIER	EFFECT
of the Eel	1	Adds 1-4 Lightning damage
	2	Adds 1-4 Lightning damage
	3	Adds 1-4 Lightning damage
	4	Adds 2-7 Lightning damage
of Storms	5	Adds 3-11 Lightning damage
	6	Adds 5-21 Lightning damage
	7	Adds 9-40 Lightning damage
	8	Adds 15-70 Lightning damage
	9	Adds 26-119 Lightning damage
of Discord	10	Adds 37-173 Lightning damage
	11	Adds 53-245 Lightning damage
	12	Adds 69-322 Lightning damage
	13	Adds 90-418 Lightning damage
of Conflagration	14	Adds 114-532 Lightning damage

POISON DAMAGE

POLEARM, SPEAR, BOW, CEREMONIAL KNIFE, WAND

AFFIX	TIER	EFFECT
of the Snake	1	Adds 1-4 Poison damage
	2	Adds 1-4 Poison damage
	3	Adds 1-5 Poison damage
	4	Adds 2-9 Poison damage
of Lesions	5	Adds 3-14 Poison damage
	6	Adds 6-25 Poison damage
	7	Adds 11-49 Poison damage
	8	Adds 19-89 Poison damage
of Sores	9	Adds 32-147 Poison damage
	10	Adds 47-211 Poison damage
	11	Adds 66-308 Poison damage
	12	Adds 87-404 Poison damage
	13	Adds 112-522 Poison damage
of Blight	14	Adds 143-667 Poison damage

DAGGER, HAND CROSSBOW

AFFIX	TIER	EFFECT
of the Snake	1	Adds 1-4 Poison damage
	2	Adds 1-4 Poison damage
	3	Adds 1-4 Poison damage
	4	Adds 2-7 Poison damage
of Lesions	5	Adds 3-11 Poison damage
	6	Adds 5-21 Poison damage
	7	Adds 9-40 Poison damage
	8	Adds 15-70 Poison damage
of Sores	9	Adds 26-119 Poison damage
	10	Adds 37-173 Poison damage
	11	Adds 53-245 Poison damage
	12	Adds 69-322 Poison damage
	13	Adds 90-418 Poison damage
of Blight	14	Adds 114-532 Poison damage

ARCANE DAMAGE

POLEARM, SPEAR, BOW, CEREMONIAL KNIFE, WAND

AFFIX	TIER	EFFECT
of Starlight	1	Adds 1-4 Arcane damage
	2	Adds 1-4 Arcane damage
	3	Adds 1-5 Arcane damage
	4	Adds 2-9 Arcane damage
of Infinity	5	Adds 3-14 Arcane damage
	6	Adds 6-25 Arcane damage
	7	Adds 11-49 Arcane damage
	8	Adds 19-89 Arcane damage
	9	Adds 32-147 Arcane damage
of the Void	10	Adds 47-211 Arcane damage
	11	Adds 66-308 Arcane damage
	12	Adds 87-404 Arcane damage
	13	Adds 112-522 Arcane damage
from Beyond	14	Adds 143-667 Arcane damage

DAGGER, HAND CROSSBOW

AFFIX	TIER	EFFECT
of Starlight	1	Adds 1-4 Arcane damage
	2	Adds 1-4 Arcane damage
	3	Adds 1-4 Arcane damage
	4	Adds 2-7 Arcane damage
of Infinity	5	Adds 3-11 Arcane damage
	6	Adds 5-21 Arcane damage
	7	Adds 9-40 Arcane damage
	8	Adds 15-70 Arcane damage
	9	Adds 26-119 Arcane damage
of the Void	10	Adds 37-173 Arcane damage
	11	Adds 53-245 Arcane damage
	12	Adds 69-322 Arcane damage
	13	Adds 90-418 Arcane damage
from Beyond	14	Adds 114-532 Arcane damage

AFFIX TYPE: ON-HIT BONUS

LIFE ON HIT

WEAPON, AMULET, FOLLOWER SPECIAL

AFFIX	TIER	EFFECT
of the Leech	1	Gives 2 Life on hit
	2	Gives 3 Life on hit
	3	Gives 4-6 Life on hit
	4	Gives 7-10 Life on hit
of Carnage	5	Gives 11-16 Life on hit
	6	Gives 17-26 Life on hit
	7	Gives 27-35 Life on hit
	8	Gives 36-66 Life on hit
	9	Gives 67-108 Life on hit
of Gore	10	Gives 109-189 Life on hit
	11	Gives 190-303 Life on hit
	12	Gives 304-448 Life on hit
	13	Gives 449-657 Life on hit
of Mangling	14	Gives 658-959 Life on hit

RING

AFFIX	TIER	EFFECT
of the Leech	1	Gives 1 Life on hit
	2	Gives 2 Life on hit
	3	Gives 3 Life on hit
	4	Gives 4-5 Life on hit
of Carnage	5	Gives 6-8 Life on hit
	6	Gives 9-13 Life on hit
	7	Gives 14-17 Life on hit
	8	Gives 18-33 Life on hit
	9	Gives 34-54 Life on hit
of Gore	10	Gives 55-94 Life on hit
	11	Gives 95-151 Life on hit
	12	Gives 152-224 Life on hit
	13	Gives 225-328 Life on hit
of Mangling	14	Gives 329-479 Life on hit

LIFE ON KILL

WEAPON, AMULET, FOLLOWER SPECIAL

AFFIX	TIER	EFFECT
of Slaughter	1	Gives 2-8 Life for each kill
	2	Gives 9-11 Life for each kill
	3	Gives 12-19 Life for each kill
	4	Gives 20-30 Life for each kill
	5	Gives 31-50 Life for each kill
of Mutilation	6	Gives 51-78 Life for each kill
	7	Gives 79-106 Life for each kill
	8	Gives 107-198 Life for each kill
	9	Gives 199-326 Life for each kill
of Extermination	10	Gives 327-569 Life for each kill
	11	Gives 570-909 Life for each kill
	12	Gives 910-1344 Life for each kill
	13	Gives 1345-1971 Life for each kill
of Terror	14	Gives 1972-2878 Life for each kill

RING

AFFIX	TIER	EFFECT
of Slaughter	1	Gives 2-4 Life for each kill
	2	Gives 5 Life for each kill
	3	Gives 6-9 Life for each kill
	4	Gives 10-15 Life for each kill
	5	Gives 16-25 Life for each kill
of Mutilation	6	Gives 26-39 Life for each kill
	7	Gives 40-53 Life for each kill
	8	Gives 54-99 Life for each kill
	9	Gives 100-163 Life for each kill
of Extermination	10	Gives 164-284 Life for each kill
	11	Gives 285-454 Life for each kill
	12	Gives 455-672 Life for each kill
	13	Gives 673-985 Life for each kill
	14	Gives 986-1439 Life for each kill

FEAR ON HIT

HELM, TWO-HAND WEAPON

AFFIX	TIER	EFFECT
of Fright	1	1-1.25% Chance to Instill Fear in Target on Hit
	2	1-1.5% Chance to Instill Fear in Target on Hit
	3	1-1.75% Chance to Instill Fear in Target on Hit
	4	1-2% Chance to Instill Fear in Target on Hit
of Nightmares	5	1-2.25% Chance to Instill Fear in Target on Hit
	6	1-2.5% Chance to Instill Fear in Target on Hit
	7	1-2.75% Chance to Instill Fear in Target on Hit
	8	1-3% Chance to Instill Fear in Target on Hit
of Horror	9	1-3.5% Chance to Instill Fear in Target on Hit
	10	1-4% Chance to Instill Fear in Target on Hit
	11	1-4.5% Chance to Instill Fear in Target on Hit
of Terror	12	1-5% Chance to Instill Fear in Target on Hit

ONE-HAND WEAPON, OFFHAND

AFFIX	TIER	EFFECT
of Fright	1	1-1.25% Chance to Instill Fear in Target on Hit
	2	1-1.25% Chance to Instill Fear in Target on Hit
	3	1-1.25% Chance to Instill Fear in Target on Hit
	4	1-1.5% Chance to Instill Fear in Target on Hit
of Nightmares	5	1-1.5% Chance to Instill Fear in Target on Hit
	6	1-1.75% Chance to Instill Fear in Target on Hit
	7	1-1.75% Chance to Instill Fear in Target on Hit
	8	1-2% Chance to Instill Fear in Target on Hit
of Horror	9	1-2% Chance to Instill Fear in Target on Hit
	10	1-2% Chance to Instill Fear in Target on Hit
	11	1-2.25% Chance to Instill Fear in Target on Hit
of Terror	12	1-2.59% Chance to Instill Fear in Target on Hit

STUN ON HIT

GLOVES, TWO-HAND WEAPON

AFFIX	TIER	EFFECT
of Striking	1	1-1.25% Chance to Stun Target on Hit
	2	1-1.5% Chance to Stun Target on Hit
	3	1-1.75% Chance to Stun Target on Hit
	4	1-2% Chance to Stun Target on Hit
of Bane	5	1-2.25% Chance to Stun Target on Hit
	6	1-2.5% Chance to Stun Target on Hit
	7	1-2.75% Chance to Stun Target on Hit
	8	1-3% Chance to Stun Target on Hit
of Ruin	9	1-3.5% Chance to Stun Target on Hit
	10	1-4% Chance to Stun Target on Hit
	11	1-4.5% Chance to Stun Target on Hit
of Devastation	12	1-5% Chance to Stun Target on Hit

ONE-HAND WEAPON, OFFHAND

AFFIX	TIER	EFFECT
of Striking	1	1-1.25% Chance to Stun Target on Hit
	2	1-1.25% Chance to Stun Target on Hit
	3	1-1.25% Chance to Stun Target on Hit
	4	1-1.5% Chance to Stun Target on Hit
of Bane	5	1-1.5% Chance to Stun Target on Hit
	6	1-1.75% Chance to Stun Target on Hit
	7	1-1.75% Chance to Stun Target on Hit
	8	1-2% Chance to Stun Target on Hit
of Ruin	9	1-2% Chance to Stun Target on Hit
	10	1-2% Chance to Stun Target on Hit
	11	1-2.25% Chance to Stun Target on Hit
of Devastation	12	1-2.59% Chance to Stun Target on Hit

BLIND ON HIT

AMULET, TWO-HAND WEAPON

AFFIX	TIER	EFFECT
Dazzling	1	1-1.25% Chance to Stun Target on Hit
	2	1-1.5% Chance to Stun Target on Hit
	3	1-1.75% Chance to Stun Target on Hit
	4	1-2% Chance to Stun Target on Hit
Bewildering	5	1-2.25% Chance to Stun Target on Hit
	6	1-2.5% Chance to Stun Target on Hit
	7	1-2.75% Chance to Stun Target on Hit
	8	1-3% Chance to Stun Target on Hit
Perplexing	9	1-3.5% Chance to Stun Target on Hit
	10	1-4% Chance to Stun Target on Hit
	11	1-4.5% Chance to Stun Target on Hit
Hypnotic	12	1-5% Chance to Stun Target on Hit

ONE-HAND WEAPON, OFFHAND

AFFIX	TIER	EFFECT
Dazzling	1	1-1.25% Chance to Stun Target on Hit
	2	1-1.25% Chance to Stun Target on Hit
	3	1-1.25% Chance to Stun Target on Hit
	4	1-1.5% Chance to Stun Target on Hit
Bewildering	5	1-1.5% Chance to Stun Target on Hit
	6	1-1.75% Chance to Stun Target on Hit
	7	1-1.75% Chance to Stun Target on Hit
	8	1-2% Chance to Stun Target on Hit
Perplexing	9	1-2% Chance to Stun Target on Hit
	10	1-2% Chance to Stun Target on Hit
	11	1-2.25% Chance to Stun Target on Hit
Hypnotic	12	1-2.59% Chance to Stun Target on Hit

FREEZE ON HIT

BELT, TWO-HAND WEAPON

AFFIX	TIER	EFFECT
of Ice	1	1-1.25% Chance to Freeze Target on Hit
	2	1-1.5% Chance to Freeze Target on Hit
	3	1-1.75% Chance to Freeze Target on Hit
	4	1-2% Chance to Freeze Target on Hit
of Hail	5	1-2.25% Chance to Freeze Target on Hit
	6	1-2.5% Chance to Freeze Target on Hit
	7	1-2.75% Chance to Freeze Target on Hit
	8	1-3% Chance to Freeze Target on Hit
of the Frozen Sea	9	1-3.5% Chance to Freeze Target on Hit
	10	1-4% Chance to Freeze Target on Hit
	11	1-4.5% Chance to Freeze Target on Hit
of Desolation	12	1-5% Chance to Freeze Target on Hit

ONE-HAND WEAPON, OFFHAND

AFFIX	TIER	EFFECT
of Ice	1	1-1.25% Chance to Freeze Target on Hit
	2	1-1.25% Chance to Freeze Target on Hit
	3	1-1.25% Chance to Freeze Target on Hit
	4	1-1.5% Chance to Freeze Target on Hit
of Hail	5	1-1.5% Chance to Freeze Target on Hit
	6	1-1.75% Chance to Freeze Target on Hit
	7	1-1.75% Chance to Freeze Target on Hit
	8	1-2% Chance to Freeze Target on Hit
of the Frozen Sea	9	1-2% Chance to Freeze Target on Hit
	10	1-2% Chance to Freeze Target on Hit
	11	1-2.25% Chance to Freeze Target on Hit
of Desolation	12	1-2.59% Chance to Freeze Target on Hit

CHILL ON HIT

SHOULDERS, TWO-HAND WEAPON

AFFIX	TIER	EFFECT
Chilling	1	1-1.25% Chance to Chill Target on Hit
	2	1-1.5% Chance to Chill Target on Hit
	3	1-1.75% Chance to Chill Target on Hit
	4	1-2% Chance to Chill Target on Hit
Bleak	5	1-2.25% Chance to Chill Target on Hit
	6	1-2.5% Chance to Chill Target on Hit
	7	1-2.75% Chance to Chill Target on Hit
	8	1-3% Chance to Chill Target on Hit
Glacial	9	1-3.5% Chance to Chill Target on Hit
	10	1-4% Chance to Chill Target on Hit
	11	1-4.5% Chance to Chill Target on Hit
Hyperborean	12	1-5% Chance to Chill Target on Hit

ONE-HAND WEAPON, OFFHAND

AFFIX	TIER	EFFECT
Chilling	1	1-1.25% Chance to Chill Target on Hit
	2	1-1.25% Chance to Chill Target on Hit
	3	1-1.25% Chance to Chill Target on Hit
	4	1-1.5% Chance to Chill Target on Hit
Bleak	5	1-1.5% Chance to Chill Target on Hit
	6	1-1.75% Chance to Chill Target on Hit
	7	1-1.75% Chance to Chill Target on Hit
	8	1-2% Chance to Chill Target on Hit
Glacial	9	1-2% Chance to Chill Target on Hit
	10	1-2% Chance to Chill Target on Hit
	11	1-2.25% Chance to Chill Target on Hit
Hyperborean	12	1-2.59% Chance to Chill Target on Hit

SLOW ON HIT

PANTS, TWO-HAND WEAPON

AFFIX	TIER	EFFECT
Crippling	1	1-1.25% Chance to Slow Target on Hit
	2	1-1.5% Chance to Slow Target on Hit
	3	1-1.75% Chance to Slow Target on Hit
	4	1-2% Chance to Slow Target on Hit
Punishing	5	1-2.25% Chance to Slow Target on Hit
	6	1-2.5% Chance to Slow Target on Hit
	7	1-2.75% Chance to Slow Target on Hit
	8	1-3% Chance to Slow Target on Hit
Persecuting	9	1-3.5% Chance to Slow Target on Hit
	10	1-4% Chance to Slow Target on Hit
	11	1-4.5% Chance to Slow Target on Hit
Dominating	12	1-5% Chance to Slow Target on Hit

ONE-HAND WEAPON, OFFHAND

AFFIX	TIER	EFFECT
Crippling	1	1-1.25% Chance to Slow Target on Hit
	2	1-1.25% Chance to Slow Target on Hit
	3	1-1.25% Chance to Slow Target on Hit
	4	1-1.5% Chance to Slow Target on Hit
Punishing	5	1-1.5% Chance to Slow Target on Hit
	6	1-1.75% Chance to Slow Target on Hit
	7	1-1.75% Chance to Slow Target on Hit
	8	1-2% Chance to Slow Target on Hit
Persecuting	9	1-2% Chance to Slow Target on Hit
	10	1-2% Chance to Slow Target on Hit
	11	1-2.25% Chance to Slow Target on Hit
Dominating	12	1-2.59% Chance to Slow Target on Hit

IMMOBILIZE ON HIT

BOOTS, TWO-HAND WEAPON

AFFIX	TIER	EFFECT
of Stagnation	1	1-1.25% Chance to Immobilize Target on Hit
	2	1-1.5% Chance to Immobilize Target on Hit
	3	1-1.75% Chance to Immobilize Target on Hit
	4	1-2% Chance to Immobilize Target on Hit
of Impairment	5	1-2.25% Chance to Immobilize Target on Hit
	6	1-2.5% Chance to Immobilize Target on Hit
	7	1-2.75% Chance to Immobilize Target on Hit
	8	1-3% Chance to Immobilize Target on Hit
of Sabotage	9	1-3.5% Chance to Immobilize Target on Hit
	10	1-4% Chance to Immobilize Target on Hit
	11	1-4.5% Chance to Immobilize Target on Hit
of Paralysis	12	1-5% Chance to Immobilize Target on Hit

ONE-HAND WEAPON, OFFHAND

AFFIX	TIER	EFFECT
of Stagnation	1	1-1.25% Chance to Immobilize Target on Hit
	2	1-1.25% Chance to Immobilize Target on Hit
	3	1-1.25% Chance to Immobilize Target on Hit
	4	1-1.5% Chance to Immobilize Target on Hit
of Impairment	5	1-1.5% Chance to Immobilize Target on Hit
	6	1-1.75% Chance to Immobilize Target on Hit
	7	1-1.75% Chance to Immobilize Target on Hit
	8	1-2% Chance to Immobilize Target on Hit
of Sabotage	9	1-2% Chance to Immobilize Target on Hit
	10	1-2% Chance to Immobilize Target on Hit
	11	1-2.25% Chance to Immobilize Target on Hit
of Paralysis	12	1-2.59% Chance to Immobilize Target on Hit

KNOCKBACK ON HIT

BRACERS, TWO-HAND WEAPON

AFFIX	TIER	EFFECT
Battering	1	1-1.25% Chance to Knockback Target on Hit
	2	1-1.5% Chance to Knockback Target on Hit
	3	1-1.75% Chance to Knockback Target on Hit
	4	1-2% Chance to Knockback Target on Hit
Pummeling	5	1-2.25% Chance to Knockback Target on Hit
	6	1-2.5% Chance to Knockback Target on Hit
	7	1-2.75% Chance to Knockback Target on Hit
	8	1-3% Chance to Knockback Target on Hit
Smashing	9	1-3.5% Chance to Knockback Target on Hit
	10	1-4% Chance to Knockback Target on Hit
	11	1-4.5% Chance to Knockback Target on Hit
Pulverizing	12	1-5% Chance to Knockback Target on Hit

ONE-HAND WEAPON, OFFHAND

AFFIX	TIER	EFFECT
Battering	1	1-1.25% Chance to Knockback Target on Hit
	2	1-1.25% Chance to Knockback Target on Hit
	3	1-1.25% Chance to Knockback Target on Hit
	4	1-1.5% Chance to Knockback Target on Hit
Pummeling	5	1-1.5% Chance to Knockback Target on Hit
	6	1-1.75% Chance to Knockback Target on Hit
	7	1-1.75% Chance to Knockback Target on Hit
	8	1-2% Chance to Knockback Target on Hit
Smashing	9	1-2% Chance to Knockback Target on Hit
	10	1-2% Chance to Knockback Target on Hit
	11	1-2.25% Chance to Knockback Target on Hit
Pulverizing	12	1-2.59% Chance to Knockback Target on Hit

AFFIX TYPE: BLOCK

CHANCE TO BLOCK

SHIELD

AFFIX	TIER	EFFECT
of the Tortoise	1	Additional 1% chance to block
	2	Additional 2% chance to block
of Deflection	3	Additional 3% chance to block
	4	Additional 4% chance to block
	5	Additional 5% chance to block
of Interception	6	Additional 6% chance to block
	7	Additional 7% chance to block
	8	Additional 8% chance to block
of Invulnerability	9	Additional 9% chance to block

AMULET, TEMPLAR RELIC

AFFIX	TIER	EFFECT
of the Tortoise	1	Additional 1% chance to block
	2	Additional 2% chance to block
of Deflection	3	Additional 4% chance to block
	4	Additional 6% chance to block
	5	Additional 8% chance to block
of Interception	6	Additional 11% chance to block
	7	Additional 12% chance to block
	8	Additional 13% chance to block
of Invulnerability	9	Additional 15% chance to block

AFFIX TYPE: CRITICAL HITS

CRITICAL HIT CHANCE

AMULET, GLOVES, OFFHAND

AFFIX	TIER	EFFECT
Iron	1	2-3% Increased Chance for Critical Hit
	2	4-5% Increased Chance for Critical Hit
	3	6-7% Increased Chance for Critical Hit
Sawtooth	4	8-9% Increased Chance for Critical Hit
	5	10-11% Increased Chance for Critical Hit
	6	12-13% Increased Chance for Critical Hit
Lacerating	7	14-15% Increased Chance for Critical Hit
	8	16-17% Increased Chance for Critical Hit
Flaying	9	18-19% Increased Chance for Critical Hit

RING, BRACERS, HELM

AFFIX	TIER	EFFECT
Iron	1	1-2% Increased Chance for Critical Hit
	2	3% Increased Chance for Critical Hit
	3	4% Increased Chance for Critical Hit
Sawtooth	4	5% Increased Chance for Critical Hit
	5	6% Increased Chance for Critical Hit
	6	7% Increased Chance for Critical Hit
Lacerating	7	8% Increased Chance for Critical Hit
	8	9% Increased Chance for Critical Hit
Flaying	9	10-12% Increased Chance for Critical Hit

CRITICAL HIT DAMAGE

WEAPON, AMULET, FOLLOWER SPECIAL

AFFIX	TIER	EFFECT
Brutal	1	Increase Critical Hit Damage by 20-25%
	2	Increase Critical Hit Damage by 26-30%
	3	Increase Critical Hit Damage by 31-35%
Wicked	4	Increase Critical Hit Damage by 36-40%
	5	Increase Critical Hit Damage by 41-45%
	6	Increase Critical Hit Damage by 46-50%
Deadly	7	Increase Critical Hit Damage by 51-55%
	8	Increase Critical Hit Damage by 56-60%
	9	Increase Critical Hit Damage by 61-65%
Merciless	10	Increase Critical Hit Damage by 66-100%

RING, GLOVES

AFFIX	TIER	EFFECT
Brutal	1	Increase Critical Hit Damage by 10-12%
	2	Increase Critical Hit Damage by 13-14%
	3	Increase Critical Hit Damage by 15-16%
Wicked	4	Increase Critical Hit Damage by 17-19%
	5	Increase Critical Hit Damage by 20-22%
	6	Increase Critical Hit Damage by 23-25%
Deadly	7	Increase Critical Hit Damage by 26-28%
	8	Increase Critical Hit Damage by 29-31%
	9	Increase Critical Hit Damage by 32-34%
Merciless	10	Increase Critical Hit Damage by 35-50%

AFFIX TYPE: LIFE

MAXIMUM LIFE

AMULET, SHIELD

AFFIX	TIER	EFFECT
Rugged	1	Increase Max Life by 5-7%
	2	Increase Max Life by 7-8%
	3	Increase Max Life by 9-10%
Stalwart	4	Increase Max Life by 11-12%
	5	Increase Max Life by 13-14%
	6	Increase Max Life by 15-16%

RING, HELM, CHEST ARMOR, BELT, SHOULDERS, OFFHAND

AFFIX	TIER	EFFECT
Rugged	1	Increase Max Life by 3%
	2	Increase Max Life by 4%
	3	Increase Max Life by 5%
Stalwart	4	Increase Max Life by 6-7%
	5	Increase Max Life by 8-9%
	6	Increase Max Life by 10-12%

AFFIX TYPE: FIND ITEMS

CHANCE TO FIND GOLD

AMULET

AFFIX	TIER	EFFECT
Lucky	1	Chance to find gold increases by 5-10%
	2	Chance to find gold increases by 11-15%
	3	Chance to find gold increases by 16-20%
Glittering	4	Chance to find gold increases by 21-25%
	5	Chance to find gold increases by 26-30%
	6	Chance to find gold increases by 31-35%
Prosperous	7	Chance to find gold increases by 36-40%
	8	Chance to find gold increases by 41-50%

RING, ARMOR, OFFHAND

AFFIX	TIER	EFFECT
Lucky	1	Chance to find gold increases by 5-8%
	2	Chance to find gold increases by 9-10%
	3	Chance to find gold increases by 11-12%
Glittering	4	Chance to find gold increases by 13-14%
	5	Chance to find gold increases by 15-16%
	6	Chance to find gold increases by 17-18%
Prosperous	7	Chance to find gold increases by 19-20%
	8	Chance to find gold increases by 21-25%

GOLD PICKUP RADIUS

ARMOR

AFFIX	TIER	EFFECT
Gathering	1	Expands gold pickup radius by 2
	2	Expands gold pickup radius by 3
Greedy	3	Expands gold pickup radius by 4
	4	Expands gold pickup radius by 5
Miserly	5	Expands gold pickup radius by 6
Avaricious	6	Expands gold pickup radius by 7

CHANCE TO FIND MAGIC ITEMS

AMULET

AFFIX	TIER	EFFECT
Scouting	1	Chance to find magic items increases by 2-5%
	2	Chance to find magic items increases by 6-10%
	3	Chance to find magic items increases by 11-15%
	4	Chance to find magic items increases by 16-20%
Ransacking	5	Chance to find magic items increases by 21-25%
	6	Chance to find magic items increases by 26-30%
	7	Chance to find magic items increases by 31-35%
Seeking	8	Chance to find magic items increases by 36-40%
	9	Chance to find magic items increases by 41-45%

RING, ARMOR, OFFHAND

AFFIX	TIER	EFFECT
Scouting	1	Chance to find magic items increases by 2-4%
	2	Chance to find magic items increases by 5-6%
	3	Chance to find magic items increases by 7-8%
	4	Chance to find magic items increases by 9-10%
Ransacking	5	Chance to find magic items increases by 11-12%
	6	Chance to find magic items increases by 13-14%
	7	Chance to find magic items increases by 15-16%
Seeking	8	Chance to find magic items increases by 17-18%
	9	Chance to find magic items increases by 19-20%

AFFIX TYPE: EXPERIENCE

EXPERIENCE BONUS

WEAPON, ARMOR, OFFHAND, JEWELRY

AFFIX	TIER	EFFECT
Adventuring	1	Increases Experience gained per kill by 1-2%
	2	Increases Experience gained per kill by 3-4%
	3	Increases Experience gained per kill by 5-6%
	4	Increases Experience gained per kill by 7-8%
Clever	5	Increases Experience gained per kill by 9-10%
	6	Increases Experience gained per kill by 11-12%
	7	Increases Experience gained per kill by 13-14%
	8	Increases Experience gained per kill by 15-16%
Restless	9	Increases Experience gained per kill by 17-18%
	10	Increases Experience gained per kill by 19-20%
	11	Increases Experience gained per kill by 21-22%
Savvy	12	Increases Experience gained per kill by 23-24%

AFFIX TYPE: SPEED

INCREASE ATTACK SPEED

WEAPON

AFFIX	TIER	EFFECT
Keen	1	Increases Attacks Per Second by 2-3%
	2	Increases Attacks Per Second by 4-5%
	3	Increases Attacks Per Second by 6-7%
Raiding	4	Increases Attacks Per Second by 8-9%
	5	Increases Attacks Per Second by 10-11%
	6	Increases Attacks Per Second by 12-13%
Assailing	7	Increases Attacks Per Second by 14-15%
	8	Increases Attacks Per Second by 16-17%
	9	Increases Attacks Per Second by 18-19%
Vanquishing	10	Increases Attacks Per Second by 20-25%

AMULET, GLOVES, RING

AFFIX	TIER	EFFECT
Keen	1	Increases Attacks Per Second by 2-3%
	2	Increases Attacks Per Second by 4-5%
	3	Increases Attacks Per Second by 6-7%
Raiding	4	Increases Attacks Per Second by 8-9%
	5	Increases Attacks Per Second by 10-11%
	6	Increases Attacks Per Second by 12-13%
Assailing	7	Increases Attacks Per Second by 14-15%
	8	Increases Attacks Per Second by 16-17%

INCREASE MOVEMENT SPEED

BOOTS

AFFIX	TIER	EFFECT
Quick	1	Increases movement speed by 4-5%
Nimble	2	Increases movement speed by 6-7%
Bounding	3	Increases movement speed by 8-9%
Swift	4	Increases movement speed by 10-11%
Fleet	5	Increases movement speed by 12%

INCREASE LIFE REGENERATION SPEED

AMULET, CHEST ARMOR, FOLLOWER SPECIAL

AFFIX	TIER	EFFECT
Reptilian	1	Increases Life regeneration by 1-2 per second
	2	Increases Life regeneration by 3-4 per second
	3	Increases Life regeneration by 5-6 per second
	4	Increases Life regeneration by 7-9 per second
	5	Increases Life regeneration by 10-13 per second
	6	Increases Life regeneration by 14-19 per second
Salubrious	7	Increases Life regeneration by 20-25 per second
	8	Increases Life regeneration by 26-37 per second
	9	Increases Life regeneration by 38-49 per second
	10	Increases Life regeneration by 50-62 per second
	11	Increases Life regeneration by 63-79 per second
	12	Increases Life regeneration by 80-110 per second
Undying	13	Increases Life regeneration by 111-141 per second
	14	Increases Life regeneration by 142-174 per second
	15	Increases Life regeneration by 175-202 per second
	16	Increases Life regeneration by 203-280 per second
	17	Increases Life regeneration by 281-410 per second
Immortal	18	Increases Life regeneration by 411-599 per second

ARMOR, OFFHAND, RING

AFFIX	TIER	EFFECT
Reptilian	1	Increases Life regeneration by 1 per second
	2	Increases Life regeneration by 2 per second
	3	Increases Life regeneration by 3 per second
	4	Increases Life regeneration by 4-5 per second
	5	Increases Life regeneration by 6-7 per second
	6	Increases Life regeneration by 8-11 per second
Salubrious	7	Increases Life regeneration by 12-14 per second
	8	Increases Life regeneration by 15-21 per second
	9	Increases Life regeneration by 22-28 per second
	10	Increases Life regeneration by 29-35 per second
	11	Increases Life regeneration by 36-45 per second
	12	Increases Life regeneration by 46-63 per second
Undying	13	Increases Life regeneration by 64-80 per second
	14	Increases Life regeneration by 81-99 per second
	15	Increases Life regeneration by 100-115 per second
	16	Increases Life regeneration by 116-160 per second
	17	Increases Life regeneration by 161-234 per second
Immortal	18	Increases Life regeneration by 235-342 per second

AFFIX TYPE: LIFE

HEALTH GLOBE BONUS

AMULET, RING, ARMOR, OFFHAND

AFFIX	TIER	EFFECT
Mending	1	Increases Life by 2-29 per Health Globe acquired
	2	Increases Life by 30-48 per Health Globe acquired
	3	Increases Life by 49-85 per Health Globe acquired
	4	Increases Life by 86-167 per Health Globe acquired
Invigorating	5	Increases Life by 168-294 per Health Globe acquired
	6	Increases Life by 295-459 per Health Globe acquired
	7	Increases Life by 460-807 per Health Globe acquired
	8	Increases Life by 808-1339 per Health Globe acquired
Renewing	9	Increases Life by 1340-2354 per Health Globe acquired
	10	Increases Life by 2355-3732 per Health Globe acquired
	11	Increases Life by 3733-5977 per Health Globe acquired
Euphoric	12	Increases Life by 5978-12,794 per Health Globe acquired

AFFIX TYPE: HERO RESOURCES

STEAL LIFE

WEAPON, MIGHTY BELT

AFFIX	TIER	EFFECT
Vampiric	1	Steal 1.0-1.2% of target's Life per hit
	2	Steal 1.3-1.5% of target's Life per hit
Fiendish	3	Steal 1.6-1.8% of target's Life per hit
	4	Steal 1.9-2.1% of target's Life per hit
Gruesome	5	Steal 2.2-2.4% of target's Life per hit
	6	Steal 2.5-2.7% of target's Life per hit
Exsanguinating	7	Steal 2.8-3.0% of target's Life per hit

MAXIMUM FURY

MIGHTY WEAPONS, MIGHTY BELT

AFFIX	TIER	EFFECT
Reckless	1	Increases maximum Fury by 1-3
	2	Increases maximum Fury by 4-6
	3	Increases maximum Fury by 7-9
Wrathful	4	Increases maximum Fury by 10-12
	5	Increases maximum Fury by 13-15

HATRED REGENERATION

HAND CROSSBOW, QUIVER, CLOAK

AFFIX	TIER	EFFECT
Spiteful	1	Increases Hatred by 20-25/60 per second
	2	Increases Hatred by 26-30/60 per second
	3	Increases Hatred by 31-35/60 per second
Bitter	4	Increases Hatred by 36-40/60 per second
	5	Increases Hatred by 41-45/60 per second
	6	Increases Hatred by 46-50/60 per second
Hostile	7	Increases Hatred by 51-55/60 per second
	8	Increases Hatred by 56-60/60 per second
	9	Increases Hatred by 61-70/60 per second
Vengeful	10	Increases Hatred by 71-80/60 per second

MAXIMUM DISCIPLINE

HAND CROSSBOW, QUIVER, CLOAK

AFFIX	TIER	EFFECT
Steady	1	Increases maximum Discipline by 1-2
	2	Increases maximum Discipline by 3-4
	3	Increases maximum Discipline by 5-6
Confident	4	Increases maximum Discipline by 7-8
	5	Increases maximum Discipline by 9-10

SPIRIT REGENERATION

FIST WEAPON, DAIBO, SPIRIT STONE

AFFIX	TIER	EFFECT
Illuminating	1	Increases Spirit by 60/60 per second
	2	Increases Spirit by 60-70/60 per second
	3	Increases Spirit by 36-38/60-80 per second
Reborn	4	Increases Spirit by 39-41/60-90 per second
	5	Increases Spirit by 42-44/60-100 per second
	6	Increases Spirit by 45-47/60-110 per second
Awakening	7	Increases Spirit by 48-50/60-120 per second
	8	Increases Spirit by 51-53/60-130 per second
	9	Increases Spirit by 54-56/60-140 per second
Enlightening	10	Increases Spirit by 57-60/60-150 per second

SPIRIT HEALS

FIST WEAPON, DAIBO, SPIRIT STONE

AFFIX	TIER	EFFECT
Resonant	1	Each Spirit point spent turns into 2-4/10 Life points
	2	Each Spirit point spent turns into 5-6/10 Life points
	3	Each Spirit point spent turns into 7-17/10 Life points
Rejuvenating	4	Each Spirit point spent turns into 18-23/10 Life points
	5	Each Spirit point spent turns into 24-40/10 Life points
	6	Each Spirit point spent turns into 41-61/10 Life points
Harmonious	7	Each Spirit point spent turns into 62-94/10 Life points
	8	Each Spirit point spent turns into 95-145/10 Life points
	9	Each Spirit point spent turns into 151-298/10 Life points
Exalted	10	Each Spirit point spent turns into 299-639/10 Life points

MAXIMUM ARCANE POWER

WAND, ORB, WIZARD HAT

AFFIX	TIER	EFFECT
Sly	1	Increases maximum Arcane Power by 1-3
	2	Increases maximum Arcane Power by 4-6
	3	Increases maximum Arcane Power by 7-9
Mental	4	Increases maximum Arcane Power by 10-12
	5	Increases maximum Arcane Power by 13-15

ARCANE POWER ON CRITICAL HIT

WAND, ORB, WIZARD HAT

AFFIX	TIER	EFFECT
Foreboding	1	Adds 1-2 to Arcane Power on Critical Hit
	2	Adds 3-4 to Arcane Power on Critical Hit
	3	Adds 5-6 to Arcane Power on Critical Hit
Ominous	4	Adds 7-8 to Arcane Power on Critical Hit
	5	Adds 9-10 to Arcane Power on Critical Hit

MAXIMUM MANA

CEREMONIAL KNIFE, VOODOO MASK, MOJO

AFFIX	TIER	EFFECT
Bewitching	1	Maximum Mana increases by 10-19
	2	Maximum Mana increases by 20-29
	3	Maximum Mana increases by 30-39
Conjuring	4	Maximum Mana increases by 40-49
	5	Maximum Mana increases by 50-59
	6	Maximum Mana increases by 60-74
Mesmerizing	7	Maximum Mana increases by 75-89
	8	Maximum Mana increases by 90-104
	9	Maximum Mana increases by 105-119
Unearthly	10	Maximum Mana increases by 120-150

MANA REGENERATION

CEREMONIAL KNIFE, VOODOO MASK, MOJO

AFFIX	TIER	EFFECT
Infusing	1	Mana increases by 1 per second
	2	Mana increases by 2 per second
	3	Mana increases by 3 per second
Replenishing	4	Mana increases by 4 per second
	5	Mana increases by 5 per second
	6	Mana increases by 6 per second
Energizing	7	Mana increases by 7 per second
	8	Mana increases by 8-9 per second
	9	Mana increases by 10-11 per second
Intensifying	10	Mana increases by 12-14 per second

AFFIX TYPE: RESISTANCES

PHYSICAL RESISTANCE

AMULET, RING, ARMOR, SHIELD, FOLLOWER SPECIAL

AFFIX	TIER	EFFECT
Hardened	1	Provides Physical resistance of 11-15
	2	Provides Physical resistance of 16-20
	3	Provides Physical resistance of 21-25
	4	Provides Physical resistance of 26-30
Hermetic	5	Provides Physical resistance of 31-35
	6	Provides Physical resistance of 36-40
	7	Provides Physical resistance of 41-45
	8	Provides Physical resistance of 46-50
Untouchable	9	Provides Physical resistance of 51-60

LIGHTNING RESISTANCE

AMULET, RING, ARMOR, SHIELD, FOLLOWER SPECIAL

AFFIX	TIER	EFFECT
Silent	1	Provides Lightning resistance of 11-15
	2	Provides Lightning resistance of 16-20
	3	Provides Lightning resistance of 21-25
	4	Provides Lightning resistance of 26-30
Tranquil	5	Provides Lightning resistance of 31-35
	6	Provides Lightning resistance of 36-40
	7	Provides Lightning resistance of 41-45
	8	Provides Lightning resistance of 46-50
Stable	9	Provides Lightning resistance of 51-60

FIRE RESISTANCE

AMULET, RING, ARMOR, SHIELD, FOLLOWER SPECIAL

AFFIX	TIER	EFFECT
Seared	1	Provides Fire resistance of 11-15
	2	Provides Fire resistance of 16-20
	3	Provides Fire resistance of 21-25
	4	Provides Fire resistance of 26-30
Charred	5	Provides Fire resistance of 31-35
	6	Provides Fire resistance of 36-40
	7	Provides Fire resistance of 41-45
	8	Provides Fire resistance of 46-50
Scorched	9	Provides Fire resistance of 51-60

POISON RESISTANCE

AMULET, RING, ARMOR, SHIELD, FOLLOWER SPECIAL

AFFIX	TIER	EFFECT
Pure	1	Provides Poison resistance of 11-15
	2	Provides Poison resistance of 16-20
	3	Provides Poison resistance of 21-25
	4	Provides Poison resistance of 26-30
Untarnished	5	Provides Poison resistance of 31-35
	6	Provides Poison resistance of 36-40
	7	Provides Poison resistance of 41-45
	8	Provides Poison resistance of 46-50
Pristine	9	Provides Poison resistance of 51-60

COLD RESISTANCE

AMULET, RING, ARMOR, SHIELD, FOLLOWER SPECIAL

AFFIX	TIER	EFFECT
Nomadic	1	Provides Cold resistance of 11-15
	2	Provides Cold resistance of 16-20
	3	Provides Cold resistance of 21-25
	4	Provides Cold resistance of 26-30
Sheltering	5	Provides Cold resistance of 31-35
	6	Provides Cold resistance of 36-40
	7	Provides Cold resistance of 41-45
	8	Provides Cold resistance of 46-50
Thawing	9	Provides Cold resistance of 51-60

ARCANE RESISTANCE

AMULET, RING, ARMOR, SHIELD, FOLLOWER SPECIAL

AFFIX	TIER	EFFECT
Warding	1	Provides Arcane resistance of 11-15
	2	Provides Arcane resistance of 16-20
	3	Provides Arcane resistance of 21-25
	4	Provides Arcane resistance of 26-30
Beguiling	5	Provides Arcane resistance of 31-35
	6	Provides Arcane resistance of 36-40
	7	Provides Arcane resistance of 41-45
	8	Provides Arcane resistance of 46-50
Nullifying	9	Provides Arcane resistance of 51-60

RESIST ALL

AMULET, RING, ARMOR, SHIELD, FOLLOWER SPECIAL

AFFIX	TIER	EFFECT
Spectral	1	Provides 11-20 resistance to all damage types
	2	Provides 21-30 resistance to all damage types
	3	Provides 31-40 resistance to all damage types
	4	Provides 41-50 resistance to all damage types
Chromatic	5	Provides 51-60 resistance to all damage types
	6	Provides 61-70 resistance to all damage types
	7	Provides 71-80 resistance to all damage types
	8	Provides 71-80 resistance to all damage types

AFFIX TYPE: ATTRIBUTE BOOST

STRENGTH

AMULET, BELT, SHOULDERS, WEAPON, FOLLOWER SPECIAL

AFFIX	TIER	EFFECT
of the Lion	1	Increases Strength by 1-8
	2	Increases Strength by 9-17
	3	Increases Strength by 18-26
	4	Increases Strength by 27-35
of Invasion	5	Increases Strength by 36-44
	6	Increases Strength by 45-53
	7	Increases Strength by 54-62
	8	Increases Strength by 63-71
	9	Increases Strength by 72-81
	10	Increases Strength by 82-91
	11	Increases Strength by 92-101
of Assault	12	Increases Strength by 102-111
	13	Increases Strength by 112-129
	14	Increases Strength by 130-149
	15	Increases Strength by 150-169
	16	Increases Strength by 170-200

RING, ARMOR, OFFHAND

AFFIX	TIER	EFFECT
of the Lion	1	Increases Strength by 1-5
	2	Increases Strength by 6-11
	3	Increases Strength by 12-17
	4	Increases Strength by 18-23
of Invasion	5	Increases Strength by 24-29
	6	Increases Strength by 30-35
	7	Increases Strength by 36-41
	8	Increases Strength by 42-47
	9	Increases Strength by 48-53
	10	Increases Strength by 54-59
	11	Increases Strength by 60-65
of Assault	12	Increases Strength by 66-71
	13	Increases Strength by 72-77
	14	Increases Strength by 78-83
	15	Increases Strength by 84-89
	16	Increases Strength by 90-100

DEXTERITY

AMULET, BELT, SHOULDERS, WEAPON, FOLLOWER SPECIAL

AFFIX	TIER	EFFECT
of the Hawk	1	Increases Dexterity by 1-8
	2	Increases Dexterity by 9-17
	3	Increases Dexterity by 18-26
	4	Increases Dexterity by 27-35
	5	Increases Dexterity by 36-44
	6	Increases Dexterity by 45-53
of Cruelty	7	Increases Dexterity by 54-62
	8	Increases Dexterity by 63-71
	9	Increases Dexterity by 72-81
	10	Increases Dexterity by 82-91
	11	Increases Dexterity by 92-101
of Pain	12	Increases Dexterity by 102-111
	13	Increases Dexterity by 112-129
	14	Increases Dexterity by 130-149
	15	Increases Dexterity by 150-169
	16	Increases Dexterity by 170-200

RING, ARMOR, OFFHAND

AFFIX	TIER	EFFECT
of the Hawk	1	Increases Dexterity by 1-5
	2	Increases Dexterity by 6-11
	3	Increases Dexterity by 12-17
	4	Increases Dexterity by 18-23
	5	Increases Dexterity by 24-29
	6	Increases Dexterity by 30-35
of Cruelty	7	Increases Dexterity by 36-41
	8	Increases Dexterity by 42-47
	9	Increases Dexterity by 48-53
	10	Increases Dexterity by 54-59
	11	Increases Dexterity by 60-65
of Pain	12	Increases Dexterity by 66-71
	13	Increases Dexterity by 72-77
	14	Increases Dexterity by 78-83
	15	Increases Dexterity by 84-89
	16	Increases Dexterity by 90-100

INTELLIGENCE

AMULET, BELT, SHOULDERS, WEAPON, FOLLOWER SPECIAL

AFFIX	TIER	EFFECT
of Focus	1	Increases Intelligence by 1-8
	2	Increases Intelligence by 9-17
	3	Increases Intelligence by 18-26
	4	Increases Intelligence by 27-35
	5	Increases Intelligence by 36-44
	6	Increases Intelligence by 45-53
of the Mind	7	Increases Intelligence by 54-62
	8	Increases Intelligence by 63-71
	9	Increases Intelligence by 72-81
	10	Increases Intelligence by 82-91
	11	Increases Intelligence by 92-101
of Omens	12	Increases Intelligence by 102-111
	13	Increases Intelligence by 112-129
	14	Increases Intelligence by 130-149
	15	Increases Intelligence by 150-169
of Far Sight	16	Increases Intelligence by 170-200

RING, ARMOR, OFFHAND

AFFIX	TIER	EFFECT
of Focus	1	Increases Intelligence by 1-5
	2	Increases Intelligence by 6-11
	3	Increases Intelligence by 12-17
	4	Increases Intelligence by 18-23
	5	Increases Intelligence by 24-29
	6	Increases Intelligence by 30-35
of the Mind	7	Increases Intelligence by 36-41
	8	Increases Intelligence by 42-47
	9	Increases Intelligence by 48-53
	10	Increases Intelligence by 54-59
	11	Increases Intelligence by 60-65
of Omens	12	Increases Intelligence by 66-71
	13	Increases Intelligence by 72-77
	14	Increases Intelligence by 78-83
	15	Increases Intelligence by 84-89
of Far Sight	16	Increases Intelligence by 90-100

VITALITY

AMULET, BELT, SHOULDERS, WEAPON, FOLLOWER SPECIAL

AFFIX	TIER	EFFECT
of the Bear	1	Increases Vitality by 1-8
	2	Increases Vitality by 9-17
	3	Increases Vitality by 18-26
	4	Increases Vitality by 27-35
	5	Increases Vitality by 36-44
of Fortitude	6	Increases Vitality by 45-53
	7	Increases Vitality by 54-62
	8	Increases Vitality by 63-71
	9	Increases Vitality by 72-81
	10	Increases Vitality by 82-91
of Valor	11	Increases Vitality by 92-101
	12	Increases Vitality by 102-111
	13	Increases Vitality by 112-129
	14	Increases Vitality by 130-149
	15	Increases Vitality by 150-169
of Glory	16	Increases Vitality by 170-200

RING, ARMOR, OFFHAND

AFFIX	TIER	EFFECT
of the Bear	1	Increases Vitality by 1-5
	2	Increases Vitality by 6-11
	3	Increases Vitality by 12-17
	4	Increases Vitality by 18-23
	5	Increases Vitality by 24-29
of Fortitude	6	Increases Vitality by 30-35
	7	Increases Vitality by 36-41
	8	Increases Vitality by 42-47
	9	Increases Vitality by 48-53
	10	Increases Vitality by 54-59
of Valor	11	Increases Vitality by 60-65
	12	Increases Vitality by 66-71
	13	Increases Vitality by 72-77
	14	Increases Vitality by 78-83
	15	Increases Vitality by 84-89
of Glory	16	Increases Vitality by 90-100

STRENGTH & DEXTERITY

AMULET, WEAPON, FOLLOWER SPECIAL

AFFIX	TIER	EFFECT
Cruel	1	Increases both Strength and Dexterity by 12-55
	2	Increases both Strength and Dexterity by 15-70
	3	Increases both Strength and Dexterity by 18-78
	4	Increases both Strength and Dexterity by 21-82
Severe	5	Increases both Strength and Dexterity by 24-93
	6	Increases both Strength and Dexterity by 27-100
	7	Increases both Strength and Dexterity by 30-108
	8	Increases both Strength and Dexterity by 33-112
Vicious	9	Increases both Strength and Dexterity by 36-120
	10	Increases both Strength and Dexterity by 39-124
	11	Increases both Strength and Dexterity by 42-133
Murderous	12	Increases both Strength and Dexterity by 45-150

RING, ARMOR, OFFHAND

AFFIX	TIER	EFFECT
Cruel	1	Increases both Strength and Dexterity by 8-37
	2	Increases both Strength and Dexterity by 10-47
	3	Increases both Strength and Dexterity by 12-52
	4	Increases both Strength and Dexterity by 14-55
Severe	5	Increases both Strength and Dexterity by 16-62
	6	Increases both Strength and Dexterity by 18-67
	7	Increases both Strength and Dexterity by 20-72
	8	Increases both Strength and Dexterity by 22-75
Vicious	9	Increases both Strength and Dexterity by 24-80
	10	Increases both Strength and Dexterity by 26-83
	11	Increases both Strength and Dexterity by 28-89
Murderous	12	Increases both Strength and Dexterity by 30-100

STRENGTH & INTELLIGENCE

AMULET, WEAPON, FOLLOWER SPECIAL

AFFIX	TIER	EFFECT
Dueling	1	Increases both Strength and Intelligence by 12-55
	2	Increases both Strength and Intelligence by 15-70
	3	Increases both Strength and Intelligence by 18-78
	4	Increases both Strength and Intelligence by 21-82
Champion	5	Increases both Strength and Intelligence by 24-93
	6	Increases both Strength and Intelligence by 27-100
	7	Increases both Strength and Intelligence by 30-108
	8	Increases both Strength and Intelligence by 33-112
Triumphant	9	Increases both Strength and Intelligence by 36-120
	10	Increases both Strength and Intelligence by 39-124
	11	Increases both Strength and Intelligence by 42-133
Paragon	12	Increases both Strength and Intelligence by 45-150

RING, ARMOR, OFFHAND

AFFIX	TIER	EFFECT
Dueling	1	Increases both Strength and Intelligence by 8-37
	2	Increases both Strength and Intelligence by 10-47
	3	Increases both Strength and Intelligence by 12-52
	4	Increases both Strength and Intelligence by 14-55
Champion	5	Increases both Strength and Intelligence by 16-62
	6	Increases both Strength and Intelligence by 18-67
	7	Increases both Strength and Intelligence by 20-72
	8	Increases both Strength and Intelligence by 22-75
Triumphant	9	Increases both Strength and Intelligence by 24-80
	10	Increases both Strength and Intelligence by 26-83
	11	Increases both Strength and Intelligence by 28-89
Paragon	12	Increases both Strength and Intelligence by 30-100

STRENGTH & VITALITY

AMULET, WEAPON, FOLLOWER SPECIAL

AFFIX	TIER	EFFECT
Dauntless	1	Increases both Strength and Vitality by 12-55
	2	Increases both Strength and Vitality by 15-70
	3	Increases both Strength and Vitality by 18-78
	4	Increases both Strength and Vitality by 21-82
Relentless	5	Increases both Strength and Vitality by 24-93
	6	Increases both Strength and Vitality by 27-100
	7	Increases both Strength and Vitality by 30-108
	8	Increases both Strength and Vitality by 33-112
Vigorous	9	Increases both Strength and Vitality by 36-120
	10	Increases both Strength and Vitality by 39-124
	11	Increases both Strength and Vitality by 42-133
Ruthless	12	Increases both Strength and Vitality by 45-150

RING, ARMOR, OFFHAND

AFFIX	TIER	EFFECT
Dauntless	1	Increases both Strength and Vitality by 8-37
	2	Increases both Strength and Vitality by 10-47
	3	Increases both Strength and Vitality by 12-52
	4	Increases both Strength and Vitality by 14-55
Relentless	5	Increases both Strength and Vitality by 16-62
	6	Increases both Strength and Vitality by 18-67
	7	Increases both Strength and Vitality by 20-72
	8	Increases both Strength and Vitality by 22-75
Vigorous	9	Increases both Strength and Vitality by 24-80
	10	Increases both Strength and Vitality by 26-83
	11	Increases both Strength and Vitality by 28-89
Ruthless	12	Increases both Strength and Vitality by 30-100

DEXTERITY & INTELLIGENCE

AMULET, WEAPON, FOLLOWER SPECIAL

AFFIX	TIER	EFFECT
True	1	Increases both Dexterity and Intelligence by 12-55
	2	Increases both Dexterity and Intelligence by 15-70
	3	Increases both Dexterity and Intelligence by 18-78
	4	Increases both Dexterity and Intelligence by 21-82
Steadfast	5	Increases both Dexterity and Intelligence by 24-93
	6	Increases both Dexterity and Intelligence by 27-100
	7	Increases both Dexterity and Intelligence by 30-108
	8	Increases both Dexterity and Intelligence by 33-112
Worthy	9	Increases both Dexterity and Intelligence by 36-120
	10	Increases both Dexterity and Intelligence by 39-124
	11	Increases both Dexterity and Intelligence by 42-133
Marvelous	12	Increases both Dexterity and Intelligence by 45-150

RING, ARMOR, OFFHAND

AFFIX	TIER	EFFECT
True	1	Increases both Dexterity and Intelligence by 8-37
	2	Increases both Dexterity and Intelligence by 10-47
	3	Increases both Dexterity and Intelligence by 12-52
	4	Increases both Dexterity and Intelligence by 14-55
Steadfast	5	Increases both Dexterity and Intelligence by 16-62
	6	Increases both Dexterity and Intelligence by 18-67
	7	Increases both Dexterity and Intelligence by 20-72
	8	Increases both Dexterity and Intelligence by 22-75
Worthy	9	Increases both Dexterity and Intelligence by 24-80
	10	Increases both Dexterity and Intelligence by 26-83
	11	Increases both Dexterity and Intelligence by 28-89
Marvelous	12	Increases both Dexterity and Intelligence by 30-100

DEXTERITY & VITALITY

AMULET, WEAPON, FOLLOWER SPECIAL

AFFIX	TIER	EFFECT
Feral	1	Increases both Dexterity and Vitality by 12-55
	2	Increases both Dexterity and Vitality by 15-70
	3	Increases both Dexterity and Vitality by 18-78
	4	Increases both Dexterity and Vitality by 21-82
Wild	5	Increases both Dexterity and Vitality by 24-93
	6	Increases both Dexterity and Vitality by 27-100
	7	Increases both Dexterity and Vitality by 30-108
	8	Increases both Dexterity and Vitality by 33-112
Potent	9	Increases both Dexterity and Vitality by 36-120
	10	Increases both Dexterity and Vitality by 39-124
	11	Increases both Dexterity and Vitality by 42-133
Valiant	12	Increases both Dexterity and Vitality by 45-150

RING, ARMOR, OFFHAND

AFFIX	TIER	EFFECT
Feral	1	Increases both Dexterity and Vitality by 8-37
	2	Increases both Dexterity and Vitality by 10-47
	3	Increases both Dexterity and Vitality by 12-52
	4	Increases both Dexterity and Vitality by 14-55
Wild	5	Increases both Dexterity and Vitality by 16-62
	6	Increases both Dexterity and Vitality by 18-67
	7	Increases both Dexterity and Vitality by 20-72
	8	Increases both Dexterity and Vitality by 22-75
Potent	9	Increases both Dexterity and Vitality by 24-80
	10	Increases both Dexterity and Vitality by 26-83
	11	Increases both Dexterity and Vitality by 28-89
Valiant	12	Increases both Dexterity and Vitality by 30-100

INTELLIGENCE & VITALITY

AMULET, WEAPON, FOLLOWER SPECIAL

AFFIX	TIER	EFFECT
Proud	1	Increases both Intelligence and Vitality by 12-55
	2	Increases both Intelligence and Vitality by 15-70
	3	Increases both Intelligence and Vitality by 18-78
	4	Increases both Intelligence and Vitality by 21-82
Vaunted	5	Increases both Intelligence and Vitality by 24-93
	6	Increases both Intelligence and Vitality by 27-100
	7	Increases both Intelligence and Vitality by 30-108
	8	Increases both Intelligence and Vitality by 33-112
Glorious	9	Increases both Intelligence and Vitality by 36-120
	10	Increases both Intelligence and Vitality by 39-124
	11	Increases both Intelligence and Vitality by 42-133
Illustrious	12	Increases both Intelligence and Vitality by 45-150

RING, ARMOR, OFFHAND

AFFIX	TIER	EFFECT
Proud	1	Increases both Intelligence and Vitality by 8-37
	2	Increases both Intelligence and Vitality by 10-47
	3	Increases both Intelligence and Vitality by 12-52
	4	Increases both Intelligence and Vitality by 14-55
Vaunted	5	Increases both Intelligence and Vitality by 16-62
	6	Increases both Intelligence and Vitality by 18-67
	7	Increases both Intelligence and Vitality by 20-72
	8	Increases both Intelligence and Vitality by 22-75
Glorious	9	Increases both Intelligence and Vitality by 24-80
	10	Increases both Intelligence and Vitality by 26-83
	11	Increases both Intelligence and Vitality by 28-89
Illustrious	12	Increases both Intelligence and Vitality by 30-100

AFFIX TYPE: BARBARIAN SKILL BOOST

HAMMER OF THE ANCIENTS

ITEM TYPES: BELT, MIGHTY BELT

(Note: Tier 1-3 affixes available to Mighty Belt only.)

AFFIX	TIER	EFFECT
of Demolition	1	Reduces Fury cost for Hammer of the Ancients by 1-2
	2	Reduces Fury cost for Hammer of the Ancients by 1-2
	3	Reduces Fury cost for Hammer of the Ancients by 1-2
	4	Reduces Fury cost for Hammer of the Ancients by 1-3
	5	Reduces Fury cost for Hammer of the Ancients by 1-3
	6	Reduces Fury cost for Hammer of the Ancients by 2-3
	7	Reduces Fury cost for Hammer of the Ancients by 2-3
	8	Reduces Fury cost for Hammer of the Ancients by 2-3

REND

ITEM TYPES: BELT, MIGHTY BELT

(Note: Tier 1-3 affixes available to Mighty Belt only.)

AFFIX	TIER	EFFECT
of Evisceration	1	Reduces Fury cost for Rend by 1-2
	2	Reduces Fury cost for Rend by 1-2
	3	Reduces Fury cost for Rend by 1-2
	4	Reduces Fury cost for Rend by 1-3
	5	Reduces Fury cost for Rend by 1-3
	6	Reduces Fury cost for Rend by 2-3
	7	Reduces Fury cost for Rend by 2-3
	8	Reduces Fury cost for Rend by 2-3

BASH

ITEM TYPES: BELT, MIGHTY BELT

(Note: Tier 1-3 affixes available to Mighty Belt only.)

AFFIX	TIER	EFFECT
of Bruising	1	Boosts Bash damage by 3-4%
	2	Boosts Bash damage by 3-5%
	3	Boosts Bash damage by 3-5%
	4	Boosts Bash damage by 4-5%
	5	Boosts Bash damage by 4-5%
	6	Boosts Bash damage by 4-5%
	7	Boosts Bash damage by 5%
	8	Boosts Bash damage by 5%

CLEAVE

ITEM TYPES: BELT, MIGHTY BELT

(Note: Tier 1-3 affixes available to Mighty Belt only.)

AFFIX	TIER	EFFECT
of Sundering	1	Boosts Cleave damage by 3-4%
	2	Boosts Cleave damage by 3-5%
	3	Boosts Cleave damage by 3-5%
	4	Boosts Cleave damage by 4-5%
	5	Boosts Cleave damage by 4-5%
	6	Boosts Cleave damage by 4-5%
	7	Boosts Cleave damage by 5%
	8	Boosts Cleave damage by 5%

FRENZY

ITEM TYPES: BELT, MIGHTY BELT

(Note: Tier 1-3 affixes available to Mighty Belt only.)

AFFIX	TIER	EFFECT
of the Maniac	1	Boosts Frenzy damage by 3-4%
	2	Boosts Frenzy damage by 3-5%
	3	Boosts Frenzy damage by 3-5%
	4	Boosts Frenzy damage by 4-5%
	5	Boosts Frenzy damage by 4-5%
	6	Boosts Frenzy damage by 4-5%
	7	Boosts Frenzy damage by 5%
	8	Boosts Frenzy damage by 5%

WEAPON THROW

ITEM TYPES: BELT, MIGHTY BELT

(Note: Tier 1-3 affixes available to Mighty Belt only.)

AFFIX	TIER	EFFECT
of Hurling	1	Reduces Fury cost for Weapon Throw by 1
	2	Reduces Fury cost for Weapon Throw by 1
	3	Reduces Fury cost for Weapon Throw by 1
	4	Reduces Fury cost for Weapon Throw by 1-2
	5	Reduces Fury cost for Weapon Throw by 1-2
	6	Reduces Fury cost for Weapon Throw by 1-2
	7	Reduces Fury cost for Weapon Throw by 1-2
	8	Reduces Fury cost for Weapon Throw by 2

SEISMIC SLAM

ITEM TYPE: 2-HAND MIGHTY WEAPON, 2-HAND AXE, 2-HAND SWORD, 2-HAND MACE, POLEARM, SHIELD

(Note: Tier 1-3 affixes available to 2-Hand Mighty Weapon only.)

AFFIX	TIER	EFFECT
of Shattering	1	Increases chance for Critical Hit with Seismic Slam by 3-4%
	2	Increases chance for Critical Hit with Seismic Slam by 3-5%
	3	Increases chance for Critical Hit with Seismic Slam by 3-5%
	4	Increases chance for Critical Hit with Seismic Slam by 4-5%
	5	Increases chance for Critical Hit with Seismic Slam by 4-5%
	6	Increases chance for Critical Hit with Seismic Slam by 5%
	7	Increases chance for Critical Hit with Seismic Slam by 5%
	8	Increases chance for Critical Hit with Seismic Slam by 5%

WHIRLWIND

ITEM TYPES: BELT, MIGHTY BELT

(Note: Tier 1-3 affixes available to Mighty Belt only.)

AFFIX	TIER	EFFECT
of Vertigo	1	Increases chance for Critical Hit with Whirlwind by 3-4%
	2	Increases chance for Critical Hit with Whirlwind by 3-5%
	3	Increases chance for Critical Hit with Whirlwind by 3-5%
	4	Increases chance for Critical Hit with Whirlwind by 4-5%
	5	Increases chance for Critical Hit with Whirlwind by 4-5%
	6	Increases chance for Critical Hit with Whirlwind by 5%
	7	Increases chance for Critical Hit with Whirlwind by 5%
	8	Increases chance for Critical Hit with Whirlwind by 5%

REVENGE

ITEM TYPES: BELT, MIGHTY BELT

(Note: Tier 1-3 affixes available to Mighty Belt only.)

AFFIX	TIER	EFFECT
of Vengeance	1	Increases chance for Critical Hit with Revenge by 3-4%
	2	Increases chance for Critical Hit with Revenge by 3-5%
	3	Increases chance for Critical Hit with Revenge by 3-5%
	4	Increases chance for Critical Hit with Revenge by 4-5%
	5	Increases chance for Critical Hit with Revenge by 4-5%
	6	Increases chance for Critical Hit with Revenge by 5%
	7	Increases chance for Critical Hit with Revenge by 5%
	8	Increases chance for Critical Hit with Revenge by 5%

OVERPOWER

ITEM TYPE: 2-HAND MIGHTY WEAPON, 2-HAND AXE, 2-HAND SWORD, 2-HAND MACE, POLEARM, SHIELD

(Note: Tier 1-3 affixes available to 2-Hand Mighty Weapon only.)

AFFIX	TIER	EFFECT
of Conquest	1	Increases chance for Critical Hit with Overpower by 3-4%
	2	Increases chance for Critical Hit with Overpower by 3-5%
	3	Increases chance for Critical Hit with Overpower by 3-5%
	4	Increases chance for Critical Hit with Overpower by 4-5%
	5	Increases chance for Critical Hit with Overpower by 4-5%
	6	Increases chance for Critical Hit with Overpower by 5%
	7	Increases chance for Critical Hit with Overpower by 5%
	8	Increases chance for Critical Hit with Overpower by 5%

AFFIX TYPE: WIZARD SKILL BOOST

MAGIC MISSILE

ITEM TYPE: SWORD, STAFF, DAGGER, SPEAR, WAND

(Note: Tier 1-3 affixes available to Wand only.)

AFFIX	TIER	EFFECT
of Evocation	1	Boosts Magic Missile damage by 3-4%
	2	Boosts Magic Missile damage by 3-5%
	3	Boosts Magic Missile damage by 3-5%
	4	Boosts Magic Missile damage by 4-5%
	5	Boosts Magic Missile damage by 4-5%
	6	Boosts Magic Missile damage by 5%
	7	Boosts Magic Missile damage by 5%
	8	Boosts Magic Missile damage by 5%

ENERGY TWISTER

ITEM TYPE: SWORD, STAFF, DAGGER, SPEAR, WAND

(Note: Tier 1-3 affixes available to Wand only.)

AFFIX	TIER	EFFECT
of Wild Magic	1	Increases chance for Critical Hit with Energy Twister by 3-4%
	2	Increases chance for Critical Hit with Energy Twister by 3-5%
	3	Increases chance for Critical Hit with Energy Twister by 3-5%
	4	Increases chance for Critical Hit with Energy Twister by 4-5%
	5	Increases chance for Critical Hit with Energy Twister by 4-5%
	6	Increases chance for Critical Hit with Energy Twister by 5%
	7	Increases chance for Critical Hit with Energy Twister by 5%
	8	Increases chance for Critical Hit with Energy Twister by 5%

SHOCK PULSE

ITEM TYPE: ORB, SHIELD

(Note: Tier 1-3 affixes available to Orb only.)

AFFIX	TIER	EFFECT
of Ruin	1	Boosts Shock Pulse damage by 3-4%
	2	Boosts Shock Pulse damage by 3-5%
	3	Boosts Shock Pulse damage by 3-5%
	4	Boosts Shock Pulse damage by 4-5%
	5	Boosts Shock Pulse damage by 4-5%
	6	Boosts Shock Pulse damage by 5%
	7	Boosts Shock Pulse damage by 5%
	8	Boosts Shock Pulse damage by 5%

DISINTEGRATE

ITEM TYPE: WIZARD HAT, HELM

(Note: Tier 1-3 affixes available to Wizard Hat only.)

AFFIX	TIER	EFFECT
of Entropy	1	Reduces Arcane Power cost for Disintegrate by 1-2
	2	Reduces Arcane Power cost for Disintegrate by 1-2
	3	Reduces Arcane Power cost for Disintegrate by 1-2
	4	Reduces Arcane Power cost for Disintegrate by 1-3
	5	Reduces Arcane Power cost for Disintegrate by 1-3
	6	Reduces Arcane Power cost for Disintegrate by 2-3
	7	Reduces Arcane Power cost for Disintegrate by 2-3
	8	Reduces Arcane Power cost for Disintegrate by 2-3

SPECTRAL BLADE

ITEM TYPE: ORB, SHIELD

(Note: Tier 1-3 affixes available to Orb only.)

AFFIX	TIER	EFFECT
of Slashing	1	Boosts Spectral Blade damage by 3-4%
	2	Boosts Spectral Blade damage by 3-5%
	3	Boosts Spectral Blade damage by 3-5%
	4	Boosts Spectral Blade damage by 4-5%
	5	Boosts Spectral Blade damage by 4-5%
	6	Boosts Spectral Blade damage by 5%
	7	Boosts Spectral Blade damage by 5%
	8	Boosts Spectral Blade damage by 5%

EXPLOSIVE BLAST

ITEM TYPE: WIZARD HAT, HELM

(Note: Tier 1-3 affixes available to Wizard Hat only.)

AFFIX	TIER	EFFECT
of Detonation	1	Increases chance for Critical Hit with Explosive Blast by 3-4%
	2	Increases chance for Critical Hit with Explosive Blast by 3-5%
	3	Increases chance for Critical Hit with Explosive Blast by 3-5%
	4	Increases chance for Critical Hit with Explosive Blast by 4-5%
	5	Increases chance for Critical Hit with Explosive Blast by 4-5%
	6	Increases chance for Critical Hit with Explosive Blast by 5%
	7	Increases chance for Critical Hit with Explosive Blast by 5%
	8	Increases chance for Critical Hit with Explosive Blast by 5%

ELECTROCUTE

ITEM TYPE: WIZARD HAT, HELM

(Note: Tier 1-3 affixes available to Wizard Hat only.)

AFFIX	TIER	EFFECT
of Striking	1	Boosts Electrocute damage by 3-4%
	2	Boosts Electrocute damage by 3-5%
	3	Boosts Electrocute damage by 3-5%
	4	Boosts Electrocute damage by 4-5%
	5	Boosts Electrocute damage by 4-5%
	6	Boosts Electrocute damage by 5%
	7	Boosts Electrocute damage by 5%
	8	Boosts Electrocute damage by 5%

RAY OF FROST

ITEM TYPE: WIZARD HAT, HELM

(Note: Tier 1-3 affixes available to Wizard Hat only.)

AFFIX	TIER	EFFECT
of Chill	1	Increases chance for Critical Hit with Ray of Frost by 3-4%
	2	Increases chance for Critical Hit with Ray of Frost by 3-5%
	3	Increases chance for Critical Hit with Ray of Frost by 3-5%
	4	Increases chance for Critical Hit with Ray of Frost by 4-5%
	5	Increases chance for Critical Hit with Ray of Frost by 4-5%
	6	Increases chance for Critical Hit with Ray of Frost by 5%
	7	Increases chance for Critical Hit with Ray of Frost by 5%
	8	Increases chance for Critical Hit with Ray of Frost by 5%

ARCANE ORB

ITEM TYPE: ORB, SHIELD

(Note: Tier 1-3 affixes available to Orb only.)

AFFIX	TIER	EFFECT
of Spheres	1	Increases chance for Critical Hit with Arcane Orb by 3-4%
	2	Increases chance for Critical Hit with Arcane Orb by 3-5%
	3	Increases chance for Critical Hit with Arcane Orb by 3-5%
	4	Increases chance for Critical Hit with Arcane Orb by 4-5%
	5	Increases chance for Critical Hit with Arcane Orb by 4-5%
	6	Increases chance for Critical Hit with Arcane Orb by 5%
	7	Increases chance for Critical Hit with Arcane Orb by 5%
	8	Increases chance for Critical Hit with Arcane Orb by 5%

ARCANE TORRENT

ITEM TYPE: WIZARD HAT, HELM

(Note: Tier 1-3 affixes available to Wizard Hat only.)

AFFIX	TIER	EFFECT
of Shooting Stars	1	Reduces Arcane Power cost for Arcane Torrent by 1-2
	2	Reduces Arcane Power cost for Arcane Torrent by 1-2
	3	Reduces Arcane Power cost for Arcane Torrent by 1-2
	4	Reduces Arcane Power cost for Arcane Torrent by 1-3
	5	Reduces Arcane Power cost for Arcane Torrent by 1-3
	6	Reduces Arcane Power cost for Arcane Torrent by 2-3
	7	Reduces Arcane Power cost for Arcane Torrent by 2-3
	8	Reduces Arcane Power cost for Arcane Torrent by 2-3

BLIZZARD

ITEM TYPE: ORB, SHIELD

(Note: Tier 1-3 affixes available to Orb only.)

AFFIX	TIER	EFFECT
of Hail	1	Increases duration of Blizzard effect by 1
	2	Increases duration of Blizzard effect by 1
	3	Increases duration of Blizzard effect by 1
	4	Increases duration of Blizzard effect by 1-2
	5	Increases duration of Blizzard effect by 1-2
	6	Increases duration of Blizzard effect by 1-2
	7	Increases duration of Blizzard effect by 1-2
	8	Increases duration of Blizzard effect by 1-2

HYDRA

ITEM TYPE: WIZARD HAT, HELM

(Note: Tier 1-3 affixes available to Wizard Hat only.)

AFFIX	TIER	EFFECT
of the Myriad	1	Reduces Arcane Power cost for Hydra by 2-3
	2	Reduces Arcane Power cost for Hydra by 2-4
	3	Reduces Arcane Power cost for Hydra by 2-4
	4	Reduces Arcane Power cost for Hydra by 2-5
	5	Reduces Arcane Power cost for Hydra by 2-5
	6	Reduces Arcane Power cost for Hydra by 3-5
	7	Reduces Arcane Power cost for Hydra by 3-5
	8	Reduces Arcane Power cost for Hydra by 4-5

METEOR

ITEM TYPE: ORB, SHIELD

(Note: Tier 1-3 affixes available to Orb only.)

AFFIX	TIER	EFFECT
of Comets	1	Reduces Arcane Power cost for Meteor by 1-2
	2	Reduces Arcane Power cost for Meteor by 1-2
	3	Reduces Arcane Power cost for Meteor by 1-2
	4	Reduces Arcane Power cost for Meteor by 1-3
	5	Reduces Arcane Power cost for Meteor by 1-3
	6	Reduces Arcane Power cost for Meteor by 2-3
	7	Reduces Arcane Power cost for Meteor by 2-3
	8	Reduces Arcane Power cost for Meteor by 2-3

AFFIX TYPE: MONK SKILL BOOST

FISTS OF THUNDER

ITEM TYPE: SPIRIT STONE, HELM

(Note: Tier 1-3 affixes available to Spirit Stone only.)

AFFIX	TIER	EFFECT
of the Monsoon	1	Boosts Fists of Thunder damage by 3-4%
	2	Boosts Fists of Thunder damage by 3-5%
	3	Boosts Fists of Thunder damage by 3-5%
	4	Boosts Fists of Thunder damage by 4-5%
	5	Boosts Fists of Thunder damage by 4-5%
	6	Boosts Fists of Thunder damage by 5%
	7	Boosts Fists of Thunder damage by 5%
	8	Boosts Fists of Thunder damage by 5%

EXPLODING PALM

ITEM TYPE: SPIRIT STONE, HELM

(Note: Tier 1-3 affixes available to Spirit Stone only.)

AFFIX	TIER	EFFECT
of Bursting	1	Boosts Exploding Palm damage by 3-4%
	2	Boosts Exploding Palm damage by 3-5%
	3	Boosts Exploding Palm damage by 3-5%
	4	Boosts Exploding Palm damage by 4-5%
	5	Boosts Exploding Palm damage by 4-5%
	6	Boosts Exploding Palm damage by 5%
	7	Boosts Exploding Palm damage by 5%
	8	Boosts Exploding Palm damage by 5%

DEADLY REACH

ITEM TYPE: SPIRIT STONE, HELM

(Note: Tier 1-3 affixes available to Spirit Stone only.)

AFFIX	TIER	EFFECT
of Lunging	1	Boosts Deadly Reach damage by 3-4%
	2	Boosts Deadly Reach damage by 3-5%
	3	Boosts Deadly Reach damage by 3-5%
	4	Boosts Deadly Reach damage by 4-5%
	5	Boosts Deadly Reach damage by 4-5%
	6	Boosts Deadly Reach damage by 5%
	7	Boosts Deadly Reach damage by 5%
	8	Boosts Deadly Reach damage by 5%

SWEEPING WIND

ITEM TYPE: SPIRIT STONE, HELM

(Note: Tier 1-3 affixes available to Spirit Stone only.)

AFFIX	TIER	EFFECT
of the Wind	1	Boosts Sweeping Wind damage by 3-4%
	2	Boosts Sweeping Wind damage by 3-5%
	3	Boosts Sweeping Wind damage by 3-5%
	4	Boosts Sweeping Wind damage by 4-5%
	5	Boosts Sweeping Wind damage by 4-5%
	6	Boosts Sweeping Wind damage by 5%
	7	Boosts Sweeping Wind damage by 5%
	8	Boosts Sweeping Wind damage by 5%

CRIPPLING WAVE

ITEM TYPE: SPIRIT STONE, HELM

(Note: Tier 1-3 affixes available to Spirit Stone only.)

AFFIX	TIER	EFFECT
of Breaking	1	Boosts Crippling Wave damage by 3-4%
	2	Boosts Crippling Wave damage by 3-5%
	3	Boosts Crippling Wave damage by 3-5%
	4	Boosts Crippling Wave damage by 4-5%
	5	Boosts Crippling Wave damage by 4-5%
	6	Boosts Crippling Wave damage by 5%
	7	Boosts Crippling Wave damage by 5%
	8	Boosts Crippling Wave damage by 5%

WAY OF THE HUNDRED FISTS

ITEM TYPE: SPIRIT STONE, HELM

(Note: Tier 1-3 affixes available to Spirit Stone only.)

AFFIX	TIER	EFFECT
of Pummeling	1	Boosts Way of the Hundred Fists damage by 3-4%
	2	Boosts Way of the Hundred Fists damage by 3-5%
	3	Boosts Way of the Hundred Fists damage by 3-5%
	4	Boosts Way of the Hundred Fists damage by 4-5%
	5	Boosts Way of the Hundred Fists damage by 4-5%
	6	Boosts Way of the Hundred Fists damage by 5%
	7	Boosts Way of the Hundred Fists damage by 5%
	8	Boosts Way of the Hundred Fists damage by 5%

TEMPEST RUSH

ITEM TYPE: STAFF, POLEARM, DAIBO

(Note: Tier 1-3 affixes available to Daibo only.)

AFFIX	TIER	EFFECT
of Reflex	1	Increases chance for Critical Hit with Tempest Rush by 3-4%
	2	Increases chance for Critical Hit with Tempest Rush by 3-5%
	3	Increases chance for Critical Hit with Tempest Rush by 3-5%
	4	Increases chance for Critical Hit with Tempest Rush by 4-5%
	5	Increases chance for Critical Hit with Tempest Rush by 4-5%
	6	Increases chance for Critical Hit with Tempest Rush by 5%
	7	Increases chance for Critical Hit with Tempest Rush by 5%
	8	Increases chance for Critical Hit with Tempest Rush by 5%

LASHING TAIL KICK

ITEM TYPE: STAFF, POLEARM, DAIBO

(Note: Tier 1-3 affixes available to Daibo only.)

AFFIX	TIER	EFFECT
of the Scorpion	1	Reduces Spirit cost for Lashing Tail Kick by 1-2
	2	Reduces Spirit cost for Lashing Tail Kick by 1-2
	3	Reduces Spirit cost for Lashing Tail Kick by 1-2
	4	Reduces Spirit cost for Lashing Tail Kick by 1-3
	5	Reduces Spirit cost for Lashing Tail Kick by 1-3
	6	Reduces Spirit cost for Lashing Tail Kick by 2-3
	7	Reduces Spirit cost for Lashing Tail Kick by 2-3
	8	Reduces Spirit cost for Lashing Tail Kick by 2-3

CYCLONE STRIKE

ITEM TYPE: SPIRIT STONE, HELM

(Note: Tier 1-3 affixes available to Spirit Stone only.)

AFFIX	TIER	EFFECT
of the Hurricane	1	Reduces Spirit cost for Cyclone Strike by 1-2
	2	Reduces Spirit cost for Cyclone Strike by 1-2
	3	Reduces Spirit cost for Cyclone Strike by 1-2
	4	Reduces Spirit cost for Cyclone Strike by 1-3
	5	Reduces Spirit cost for Cyclone Strike by 1-3
	6	Reduces Spirit cost for Cyclone Strike by 2-3
	7	Reduces Spirit cost for Cyclone Strike by 2-3
	8	Reduces Spirit cost for Cyclone Strike by 2-3

WAVE OF LIGHT

ITEM TYPE: STAFF, POLEARM, DAIBO

(Note: Tier 1-3 affixes available to Daibo only.)

AFFIX	TIER	EFFECT
of Radiance	1	Increases chance for Critical Hit with Wave of Light by 3-4%
	2	Increases chance for Critical Hit with Wave of Light by 3-5%
	3	Increases chance for Critical Hit with Wave of Light by 3-5%
	4	Increases chance for Critical Hit with Wave of Light by 4-5%
	5	Increases chance for Critical Hit with Wave of Light by 4-5%
	6	Increases chance for Critical Hit with Wave of Light by 5%
	7	Increases chance for Critical Hit with Wave of Light by 5%
	8	Increases chance for Critical Hit with Wave of Light by 5%

AFFIX TYPE: WITCH DOCTOR SKILL BOOST

FIREBATS

ITEM TYPE: VOODOO MASK, HELM

(Note: Tier 1-3 affixes available to Voodoo Mask only.)

AFFIX	TIER	EFFECT
of the Deep	1	Reduces Mana cost for Firebats by 1-2
	2	Reduces Mana cost for Firebats by 1-2
	3	Reduces Mana cost for Firebats by 1-2
	4	Reduces Mana cost for Firebats by 1-3
	5	Reduces Mana cost for Firebats by 1-3
	6	Reduces Mana cost for Firebats by 2-3
	7	Reduces Mana cost for Firebats by 2-3
	8	Reduces Mana cost for Firebats by 2-3

POISON DART

ITEM TYPE: SHIELD, MOJO, BOW, CROSSBOW

(Note: Tier 1-3 affixes available to Mojo only.)

AFFIX	TIER	EFFECT
of Stinging	1	Boosts Poison Dart damage by 3-4%
	2	Boosts Poison Dart damage by 3-5%
	3	Boosts Poison Dart damage by 3-5%
	4	Boosts Poison Dart damage by 4-5%
	5	Boosts Poison Dart damage by 4-5%
	6	Boosts Poison Dart damage by 5%
	7	Boosts Poison Dart damage by 5%
	8	Boosts Poison Dart damage by 5%

PLAGUE OF TOADS

ITEM TYPE: DAGGER, SPEAR, BOW, CROSSBOW, CEREMONIAL KNIFE

(Note: Tier 1-3 affixes available to Ceremonial Knife only.)

AFFIX	TIER	EFFECT
of the Jungle	1	Boosts Plague of Toads damage by 3-4%
	2	Boosts Plague of Toads damage by 3-5%
	3	Boosts Plague of Toads damage by 3-5%
	4	Boosts Plague of Toads damage by 4-5%
	5	Boosts Plague of Toads damage by 4-5%
	6	Boosts Plague of Toads damage by 5%
	7	Boosts Plague of Toads damage by 5%
	8	Boosts Plague of Toads damage by 5%

HAUNT

ITEM TYPE: DAGGER, SPEAR, BOW, CROSSBOW, CEREMONIAL KNIFE

(Note: Tier 1-3 affixes available to Ceremonial Knife only.)

AFFIX	TIER	EFFECT
of the Wraith	1	Boosts Haunt damage by 3-4%
	2	Boosts Haunt damage by 3-5%
	3	Boosts Haunt damage by 3-5%
	4	Boosts Haunt damage by 4-5%
	5	Boosts Haunt damage by 4-5%
	6	Boosts Haunt damage by 5%
	7	Boosts Haunt damage by 5%
	8	Boosts Haunt damage by 5%

SPIRIT BARRAGE

ITEM TYPE: SHIELD, MOJO, BOW, CROSSBOW

(Note: Tier 1-3 affixes available to Mojo only.)

AFFIX	TIER	EFFECT
of Phantoms	1	Boosts Spirit Barrage damage by 3-4%
	2	Boosts Spirit Barrage damage by 3-5%
	3	Boosts Spirit Barrage damage by 3-5%
	4	Boosts Spirit Barrage damage by 4-5%
	5	Boosts Spirit Barrage damage by 4-5%
	6	Boosts Spirit Barrage damage by 5%
	7	Boosts Spirit Barrage damage by 5%
	8	Boosts Spirit Barrage damage by 5%

CORPSE SPIDERS

ITEM TYPE: SHIELD, MOJO, BOW, CROSSBOW

(Note: Tier 1-3 affixes available to Mojo only.)

AFFIX	TIER	EFFECT
of the Black Widow	1	Increases duration of Blizzard effect by 1-2
	2	Increases duration of Blizzard effect by 1-2
	3	Increases duration of Blizzard effect by 1-2
	4	Increases duration of Blizzard effect by 1-3
	5	Increases duration of Blizzard effect by 1-3
	6	Increases duration of Blizzard effect by 2-3
	7	Increases duration of Blizzard effect by 2-3
	8	Increases duration of Blizzard effect by 2-3

LOCUST SWARM

ITEM TYPE: VOODOO MASK, HELM

(Note: Tier 1-3 affixes available to Voodoo Mask only.)

AFFIX	TIER	EFFECT
of Pestilence	1	Increases chance for Critical Hit with Locust Swarm by 3-4%
	2	Increases chance for Critical Hit with Locust Swarm by 3-5%
	3	Increases chance for Critical Hit with Locust Swarm by 3-5%
	4	Increases chance for Critical Hit with Locust Swarm by 4-5%
	5	Increases chance for Critical Hit with Locust Swarm by 4-5%
	6	Increases chance for Critical Hit with Locust Swarm by 5%
	7	Increases chance for Critical Hit with Locust Swarm by 5%
	8	Increases chance for Critical Hit with Locust Swarm by 5%

ZOMBIE CHARGER

ITEM TYPE: SHIELD, MOJO, BOW, CROSSBOW

(Note: Tier 1-3 affixes available to Mojo only.)

AFFIX	TIER	EFFECT
of Blind Rage	1	Reduces Mana cost for Zombie Charger by 1-2
	2	Reduces Mana cost for Zombie Charger by 1-3
	3	Reduces Mana cost for Zombie Charger by 1-4
	4	Reduces Mana cost for Zombie Charger by 1-5
	5	Reduces Mana cost for Zombie Charger by 1-6
	6	Reduces Mana cost for Zombie Charger by 1-7
	7	Reduces Mana cost for Zombie Charger by 1-8
	8	Reduces Mana cost for Zombie Charger by 1-9

ACID CLOUD

ITEM TYPE: VOODOO MASK, HELM

(Note: Tier 1-3 affixes available to Voodoo Mask only.)

AFFIX	TIER	EFFECT
of Corrosion	1	Increases chance for Critical Hit with Acid Cloud by 3-4%
	2	Increases chance for Critical Hit with Acid Cloud by 3-5%
	3	Increases chance for Critical Hit with Acid Cloud by 3-5%
	4	Increases chance for Critical Hit with Acid Cloud by 4-5%
	5	Increases chance for Critical Hit with Acid Cloud by 4-5%
	6	Increases chance for Critical Hit with Acid Cloud by 5%
	7	Increases chance for Critical Hit with Acid Cloud by 5%
	8	Increases chance for Critical Hit with Acid Cloud by 5%

FIREBOMB

ITEM TYPE: DAGGER, SPEAR, BOW, CROSSBOW, CEREMONIAL KNIFE

(Note: Tier 1-3 affixes available to Ceremonial Knife only.)

AFFIX	TIER	EFFECT
of Blazing	1	Reduces Mana cost for Firebomb by 1-2
	2	Reduces Mana cost for Firebomb by 1-3
	3	Reduces Mana cost for Firebomb by 1-4
	4	Reduces Mana cost for Firebomb by 1-5
	5	Reduces Mana cost for Firebomb by 1-6
	6	Reduces Mana cost for Firebomb by 1-7
	7	Reduces Mana cost for Firebomb by 1-8
	8	Reduces Mana cost for Firebomb by 1-9

WALL OF ZOMBIES

ITEM TYPE: SHIELD, MOJO, BOW, CROSSBOW

(Note: Tier 1-3 affixes available to Mojo only.)

AFFIX	TIER	EFFECT
of the Lost	1	Reduces cooldown time for Wall of Zombies by 1-2
	2	Reduces cooldown time for Wall of Zombies by 1-3
	3	Reduces cooldown time for Wall of Zombies by 1-3
	4	Reduces cooldown time for Wall of Zombies by 1-3
	5	Reduces cooldown time for Wall of Zombies by 1-3
	6	Reduces cooldown time for Wall of Zombies by 1-3
	7	Reduces cooldown time for Wall of Zombies by 1-3
	8	Reduces cooldown time for Wall of Zombies by 1-3

SUMMON ZOMBIE DOGS

ITEM TYPE: VOODOO MASK, HELM

(Note: Tier 1-3 affixes available to Voodoo Mask only.)

AFFIX	TIER	EFFECT
of Domination	1	Reduces cooldown time for Summon Zombie Dogs by 1-2
	2	Reduces cooldown time for Summon Zombie Dogs by 2-3
	3	Reduces cooldown time for Summon Zombie Dogs by 2-3
	4	Reduces cooldown time for Summon Zombie Dogs by 3-5
	5	Reduces cooldown time for Summon Zombie Dogs by 3-5
	6	Reduces cooldown time for Summon Zombie Dogs by 4-7
	7	Reduces cooldown time for Summon Zombie Dogs by 4-7
	8	Reduces cooldown time for Summon Zombie Dogs by 4-7

AFFIX TYPE: DEMON HUNTER SKILL BOOST

HUNGERING ARROW

ITEM TYPE: QUIVER, SHIELD

(Note: Tier 1-2 affixes available to Quiver only.)

AFFIX	TIER	EFFECT
of the Predator	1	Boosts Hungering Arrow damage by 3-4%
	2	Boosts Hungering Arrow damage by 3-5%
	3	Boosts Hungering Arrow damage by 3-5%
	4	Boosts Hungering Arrow damage by 4-5%
	5	Boosts Hungering Arrow damage by 4-5%
	6	Boosts Hungering Arrow damage by 5%
	7	Boosts Hungering Arrow damage by 5%
	8	Boosts Hungering Arrow damage by 5%

EVASIVE FIRE

ITEM TYPE: CLOAK, CHEST ARMOR

(Note: Tier 1-3 affixes available to Cloak only.)

AFFIX	TIER	EFFECT
of Suppression	1	Boosts Evasive Fire damage by 3-4%
	2	Boosts Evasive Fire damage by 3-5%
	3	Boosts Evasive Fire damage by 3-5%
	4	Boosts Evasive Fire damage by 4-5%
	5	Boosts Evasive Fire damage by 4-5%
	6	Boosts Evasive Fire damage by 5%
	7	Boosts Evasive Fire damage by 5%
	8	Boosts Evasive Fire damage by 5%

BOLA SHOT

ITEM TYPE: QUIVER, SHIELD

(Note: Tier 1-2 affixes available to Quiver only.)

AFFIX	TIER	EFFECT
of the Bounty Hunter	1	Boosts Bola Shot damage by 3-4%
	2	Boosts Bola Shot damage by 3-5%
	3	Boosts Bola Shot damage by 3-5%
	4	Boosts Bola Shot damage by 4-5%
	5	Boosts Bola Shot damage by 4-5%
	6	Boosts Bola Shot damage by 5%
	7	Boosts Bola Shot damage by 5%
	8	Boosts Bola Shot damage by 5%

ENTANGLING SHOT

ITEM TYPE: QUIVER, SHIELD

(Note: Tier 1-2 affixes available to Quiver only.)

AFFIX	TIER	EFFECT
of Binding	1	Boosts Entangling Shot damage by 3-4%
	2	Boosts Entangling Shot damage by 3-5%
	3	Boosts Entangling Shot damage by 3-5%
	4	Boosts Entangling Shot damage by 4-5%
	5	Boosts Entangling Shot damage by 4-5%
	6	Boosts Entangling Shot damage by 5%
	7	Boosts Entangling Shot damage by 5%
	8	Boosts Entangling Shot damage by 5%

GRENADES

ITEM TYPE: CLOAK, CHEST ARMOR

(Note: Tier 1-3 affixes available to Cloak only.)

AFFIX	TIER	EFFECT
of the Grenadier	1	Boosts Grenades damage by 3-4%
	2	Boosts Grenades damage by 3-5%
	3	Boosts Grenades damage by 3-5%
	4	Boosts Grenades damage by 4-5%
	5	Boosts Grenades damage by 4-5%
	6	Boosts Grenades damage by 5%
	7	Boosts Grenades damage by 5%
	8	Boosts Grenades damage by 5%

RAPID FIRE

ITEM TYPE: QUIVER, SHIELD

(Note: Tier 1-2 affixes available to Quiver only.)

AFFIX	TIER	EFFECT
of Salvos	1	Increases chance for Critical Hit with Rapid Fire by 3-4%
	2	Increases chance for Critical Hit with Rapid Fire by 3-5%
	3	Increases chance for Critical Hit with Rapid Fire by 3-5%
	4	Increases chance for Critical Hit with Rapid Fire by 4-5%
	5	Increases chance for Critical Hit with Rapid Fire by 4-5%
	6	Increases chance for Critical Hit with Rapid Fire by 5%
	7	Increases chance for Critical Hit with Rapid Fire by 5%
	8	Increases chance for Critical Hit with Rapid Fire by 5%

ELEMENTAL ARROW

ITEM TYPE: QUIVER, SHIELD

(Note: Tier 1-2 affixes available to Quiver only.)

AFFIX	TIER	EFFECT
of Blasting	1	Boosts Elemental Arrow damage by 3-4%
	2	Boosts Elemental Arrow damage by 3-5%
	3	Boosts Elemental Arrow damage by 3-5%
	4	Boosts Elemental Arrow damage by 4-5%
	5	Boosts Elemental Arrow damage by 4-5%
	6	Boosts Elemental Arrow damage by 5%
	7	Boosts Elemental Arrow damage by 5%
	8	Boosts Elemental Arrow damage by 5%

MULTISHOT

ITEM TYPE: QUIVER, SHIELD

(Note: Tier 1-2 affixes available to Quiver only.)

AFFIX	TIER	EFFECT
of Volleys	1	Increases chance for Critical Hit with Multishot by 3-4%
	2	Increases chance for Critical Hit with Multishot by 3-5%
	3	Increases chance for Critical Hit with Multishot by 3-5%
	4	Increases chance for Critical Hit with Multishot by 4-5%
	5	Increases chance for Critical Hit with Multishot by 4-5%
	6	Increases chance for Critical Hit with Multishot by 5%
	7	Increases chance for Critical Hit with Multishot by 5%
	8	Increases chance for Critical Hit with Multishot by 5%

STRAFE

ITEM TYPE: CLOAK, CHEST ARMOR

(Note: Tier 1-3 affixes available to Cloak only.)

AFFIX	TIER	EFFECT
of Prowess	1	Reduces Hatred cost for Strafe by 1
	2	Reduces Hatred cost for Strafe by 1
	3	Reduces Hatred cost for Strafe by 1
	4	Reduces Hatred cost for Strafe by 1-2
	5	Reduces Hatred cost for Strafe by 1-2
	6	Reduces Hatred cost for Strafe by 1-2
	7	Reduces Hatred cost for Strafe by 1-2
	8	Reduces Hatred cost for Strafe by 1-2

CLUSTER ARROW

ITEM TYPE: QUIVER, SHIELD

(Note: Tier 1-2 affixes available to Quiver only.)

AFFIX	TIER	EFFECT
of Splinters	1	Boosts Cluster Arrow damage by 3-4%
	2	Boosts Cluster Arrow damage by 3-5%
	3	Boosts Cluster Arrow damage by 3-5%
	4	Boosts Cluster Arrow damage by 4-5%
	5	Boosts Cluster Arrow damage by 4-5%
	6	Boosts Cluster Arrow damage by 5%
	7	Boosts Cluster Arrow damage by 5%
	8	Boosts Cluster Arrow damage by 5%

SPIKE TRAP

ITEM TYPE: CLOAK, CHEST ARMOR

(Note: Tier 1-3 affixes available to Cloak only.)

AFFIX	TIER	EFFECT
of Spines	1	Boosts Spike Trap damage by 3-4%
	2	Boosts Spike Trap damage by 3-5%
	3	Boosts Spike Trap damage by 3-5%
	4	Boosts Spike Trap damage by 4-5%
	5	Boosts Spike Trap damage by 4-5%
	6	Boosts Spike Trap damage by 5%
	7	Boosts Spike Trap damage by 5%
	8	Boosts Spike Trap damage by 5%

IMPALE

ITEM TYPE: CLOAK, CHEST ARMOR

(Note: Tier 1-3 affixes available to Cloak only.)

AFFIX	TIER	EFFECT
of Razors	1	Reduces Hatred cost for Strafe by 1-2
	2	Reduces Hatred cost for Strafe by 1-2
	3	Reduces Hatred cost for Strafe by 1-2
	4	Reduces Hatred cost for Strafe by 1-3
	5	Reduces Hatred cost for Strafe by 1-3
	6	Reduces Hatred cost for Strafe by 2-3
	7	Reduces Hatred cost for Strafe by 2-3
	8	Reduces Hatred cost for Strafe by 2-3

CHAKRAM

ITEM TYPE: CLOAK, CHEST ARMOR

(Note: Tier 1-3 affixes available to Cloak only.)

AFFIX	TIER	EFFECT
of the Boomerang	1	Reduces Hatred cost for Chakram by 1
	2	Reduces Hatred cost for Chakram by 1
	3	Reduces Hatred cost for Chakram by 1
	4	Reduces Hatred cost for Chakram by 1-2
	5	Reduces Hatred cost for Chakram by 1-2
	6	Reduces Hatred cost for Chakram by 1-2
	7	Reduces Hatred cost for Chakram by 1-2
	8	Reduces Hatred cost for Chakram by 1-2

BASE EQUIPMENT

Base equipment for your *Diablo III* Heroes includes armor and weapons; offhand items such as shields, quivers and mojos; and jewelry such as rings and amulets. Each piece of equipment is typically comprised of a base item imbued with a standard set of stats, plus one or more "special property" affixes attached.

Note that you can also acquire a number of Legendary items as well as "set" items that are part of powerful matching equipment sets. For more on this special equipment, see our sections on Legendary Items and Special Sets later in this chapter.

A Note on Damage Values

The base damage that a weapon inflicts with any given hit is drawn from a range of damage values—the game actually draws from a minimum damage range *and* a maximum damage range for each weapon.

But to simplify the stats we just list the lowest and highest possible damage values for each weapon variety. These won't be the exact values of the damage range for any specific weapon of that variety, but they'll be very close.

WEAPONS

AXES: ONE-HANDED

All five classes can wield a one-handed axe, with its default slot being the Hero's main (right) hand. Both the Barbarian and the Monk can dual-wield these weapons.

HAND AXE

REQ LEVEL	MIN/MAX DMG
1	2-4
AVG DMG PER SEC	ATK PER SEC
3	1.30

BROAD AXE

REQ LEVEL	MIN/MAX DMG
3	4-9
AVG DMG PER SEC	ATK PER SEC
7	1.30

DOUBLE AXE

REQ LEVEL	MIN/MAX DMG
8	7-14
AVG DMG PER SEC	ATK PER SEC
10	1.30

HEAVY AXE

REQ LEVEL	MIN/MAX DMG
13	10-19
AVG DMG PER SEC	ATK PER SEC
14	1.30

BATTLE AXE

REQ LEVEL	MIN/MAX DMG
17	12-23
AVG DMG PER SEC	ATK PER SEC
18	1.30

MARAUDER AXE

REQ LEVEL	MIN/MAX DMG
21	15-28
AVG DMG PER SEC	ATK PER SEC
21	1.30

SOLDIER AXE

REQ LEVEL	MIN/MAX DMG
25	17-33
AVG DMG PER SEC	ATK PER SEC
25	1.30

HATCHET

REQ LEVEL	MIN/MAX DMG
30	20-38
AVG DMG PER SEC	ATK PER SEC
29	1.30

AXE

REQ LEVEL	MIN/MAX DMG
34	25-48
AVG DMG PER SEC	ATK PER SEC
36	1.30

BULLOVA

REQ LEVEL	MIN/MAX DMG
38	31-59
AVG DMG PER SEC	ATK PER SEC
45	1.30

ADZE

REQ LEVEL	MIN/MAX DMG
42	38-73
AVG DMG PER SEC	ATK PER SEC
56	1.30

CHOPPER

REQ LEVEL	MIN/MAX DMG
46	47-90
AVG DMG PER SEC	ATK PER SEC
69	1.30

TOPOROK

REQ LEVEL	MIN/MAX DMG
48	55-105
AVG DMG PER SEC	ATK PER SEC
80	1.30

MASAKARI

REQ LEVEL	MIN/MAX DMG
51	64-122
AVG DMG PER SEC	ATK PER SEC
93	1.30

TOMAHAWK

REQ LEVEL	MIN/MAX DMG
53	70-135
AVG DMG PER SEC	ATK PER SEC
104	1.30

CRESCENT AXE

REQ LEVEL	MIN/MAX DMG
55	78-150
AVG DMG PER SEC	ATK PER SEC
115	1.30

ARREAT AXE

REQ LEVEL	MIN/MAX DMG
57	87-166
AVG DMG PER SEC	ATK PER SEC
128	1.30

BALESTARIUS

REQ LEVEL	MIN/MAX DMG
59	96-185
AVG DMG PER SEC	ATK PER SEC
142	1.30

REAVER

REQ LEVEL	MIN/MAX DMG
60	112-214
AVG DMG PER SEC	ATK PER SEC
164	1.30

GALRAKI

REQ LEVEL	MIN/MAX DMG
60	129-246
AVG DMG PER SEC	ATK PER SEC
189	1.30

ARCH AXE

REQ LEVEL	MIN/MAX DMG
60	149-285
AVG DMG PER SEC	ATK PER SEC
218	1.30

AXES: TWO-HANDED

As the category name implies, each of these weapons requires two hands to use so they cannot be dual-wielded. Only Barbarian, Witch Doctor, and Wizard Heroes can use two-handed axes. The default slot where the weapon appears in inventory is the main (right) hand.

LUMBER AXE

REQ LEVEL	MIN/MAX DMG
3	9-12
AVG DMG PER SEC	ATK PER SEC
10	1.00

WAR AXE

REQ LEVEL	MIN/MAX DMG
9	15-19
AVG DMG PER SEC	ATK PER SEC
16	1.00

TABARZIN

REQ LEVEL	MIN/MAX DMG
15	21-26
AVG DMG PER SEC	ATK PER SEC
23	1.00

MILITARY AXE

REQ LEVEL	MIN/MAX DMG
21	29-36
AVG DMG PER SEC	ATK PER SEC
32	1.00

GREAT AXE

REQ LEVEL	MIN/MAX DMG
27	39-48
AVG DMG PER SEC	ATK PER SEC
43	1.00

TIMBER AXE

REQ LEVEL	MIN/MAX DMG
33	52-65
AVG DMG PER SEC	ATK PER SEC
59	1.00

FRANCISCA

REQ LEVEL	MIN/MAX DMG
37	67-84
AVG DMG PER SEC	ATK PER SEC
76	1.00

FANG AXE

REQ LEVEL	MIN/MAX DMG
41	86-108
AVG DMG PER SEC	ATK PER SEC
97	1.00

PARASHU

REQ LEVEL	MIN/MAX DMG
45	109-137
AVG DMG PER SEC	ATK PER SEC
124	1.00

LABRYS

REQ LEVEL	MIN/MAX DMG
50	155-195
AVG DMG PER SEC	ATK PER SEC
177	1.00

FELL AXE

REQ LEVEL	MIN/MAX DMG
54	210-265
AVG DMG PER SEC	ATK PER SEC
240	1.00

VALASKA

REQ LEVEL	MIN/MAX DMG
58	285-357
AVG DMG PER SEC	ATK PER SEC
324	1.00

RIPPER AXE

REQ LEVEL	MIN/MAX DMG
60	363-453
AVG DMG PER SEC	ATK PER SEC
412	1.00

SAGARIS

REQ LEVEL	MIN/MAX DMG
60	430-535
AVG DMG PER SEC	ATK PER SEC
485	1.00

DECAPITATOR

REQ LEVEL	MIN/MAX DMG
60	507-629
AVG DMG PER SEC	ATK PER SEC
572	1.00

BOWS

These ranged weapons require two hands to use so they cannot be dual-wielded. Demon Hunters, Witch Doctors, and Wizards can use bows; Barbarians and Monks cannot. The default slot where the weapon appears in inventory is the main (right) hand.

SHORT BOW

REQ LEVEL	MIN/MAX DMG
1	1-9
AVG DMG PER SEC	ATK PER SEC
5	1.40

WARDEN BOW

REQ LEVEL	MIN/MAX DMG
7	3-20
AVG DMG PER SEC	ATK PER SEC
11	1.40

LONG BOW

REQ LEVEL	MIN/MAX DMG
12	4-27
AVG DMG PER SEC	ATK PER SEC
16	1.40

RECURVE BOW

REQ LEVEL	MIN/MAX DMG
18	6-37
AVG DMG PER SEC	ATK PER SEC
21	1.40

HUNTING BOW

REQ LEVEL	MIN/MAX DMG
23	7-44
AVG DMG PER SEC	ATK PER SEC
26	1.40

BATTLE BOW

REQ LEVEL	MIN/MAX DMG
27	9-52
AVG DMG PER SEC	ATK PER SEC
30	1.40

SIEGE BOW

REQ LEVEL	MIN/MAX DMG
30	9-56
AVG DMG PER SEC	ATK PER SEC
33	1.40

MARUKI

REQ LEVEL	MIN/MAX DMG
34	12-69
AVG DMG PER SEC	ATK PER SEC
40	1.40

YUMI

REQ LEVEL	MIN/MAX DMG
37	14-80
AVG DMG PER SEC	ATK PER SEC
47	1.40

COMPOSITE BOW

REQ LEVEL	MIN/MAX DMG
40	16-90
AVG DMG PER SEC	ATK PER SEC
54	1.40

DAIKYU

REQ LEVEL	MIN/MAX DMG
44	19-113
AVG DMG PER SEC	ATK PER SEC
66	1.40

HANKYU

REQ LEVEL	MIN/MAX DMG
47	23-132
AVG DMG PER SEC	ATK PER SEC
77	1.40

HIGOYUMI

REQ LEVEL	MIN/MAX DMG
51	30-173
AVG DMG PER SEC	ATK PER SEC
101	1.40

RANGER BOW

REQ LEVEL	MIN/MAX DMG
54	37-211
AVG DMG PER SEC	ATK PER SEC
123	1.40

LONGSHOT BOW

REQ LEVEL	MIN/MAX DMG
57	44-256
AVG DMG PER SEC	ATK PER SEC
150	1.40

SNIPER BOW

REQ LEVEL	MIN/MAX DMG
60	58-339
AVG DMG PER SEC	ATK PER SEC
199	1.40

PHANTOM BOW

REQ LEVEL	MIN/MAX DMG
60	568-396
AVG DMG PER SEC	ATK PER SEC
232	1.40

REVENANT BOW

REQ LEVEL	MIN/MAX DMG
60	80-462
AVG DMG PER SEC	ATK PER SEC
271	1.40

CEREMONIAL KNIVES (WITCH DOCTOR ONLY)

Often crafted of simpler materials than metal, the wavy or serrated ceremonial knife of the Witch Doctor is better suited for combat than its small size and ritual purpose might indicate.

STONE KNIFE

REQ LEVEL	MIN/MAX DMG
5	3-14
AVG DMG PER SEC	ATK PER SEC
8	1.40

KRIS BLADE

REQ LEVEL	MIN/MAX DMG
10	4-19
AVG DMG PER SEC	ATK PER SEC
12	1.40

JAGGED EDGE

REQ LEVEL	MIN/MAX DMG
15	6-26
AVG DMG PER SEC	ATK PER SEC
16	1.40

FLINT KNIFE

REQ LEVEL	MIN/MAX DMG
24	9-37
AVG DMG PER SEC	ATK PER SEC
23	1.40

SACRIFICE BLADE

REQ LEVEL	MIN/MAX DMG
31	11-47
AVG DMG PER SEC	ATK PER SEC
29	1.40

FLAYER

REQ LEVEL	MIN/MAX DMG
35	14-57
AVG DMG PER SEC	ATK PER SEC
35	1.40

BONE SAW

REQ LEVEL	MIN/MAX DMG
40	18-73
AVG DMG PER SEC	ATK PER SEC
45	1.40

BEAST TUSK

REQ LEVEL	MIN/MAX DMG
46	24-98
AVG DMG PER SEC	ATK PER SEC
61	1.40

SCALPING RAZOR

REQ LEVEL	MIN/MAX DMG
51	32-131
AVG DMG PER SEC	ATK PER SEC
81	1.40

OBSIDIAN EDGE

REQ LEVEL	MIN/MAX DMG
55	39-159
AVG DMG PER SEC	ATK PER SEC
99	1.40

SKIN CUTTER

REQ LEVEL	MIN/MAX DMG
59	47-193
AVG DMG PER SEC	ATK PER SEC
120	1.40

EXQUISITE KNIFE

REQ LEVEL	MIN/MAX DMG
60	54-222
AVG DMG PER SEC	ATK PER SEC
138	1.40

FLESH RIPPER

REQ LEVEL	MIN/MAX DMG
60	62-255
AVG DMG PER SEC	ATK PER SEC
159	1.40

VEIL PIERCER

REQ LEVEL	MIN/MAX DMG
60	71-294
AVG DMG PER SEC	ATK PER SEC
183	1.40

CROSSBOWS

These ranged weapons require two hands to use so they cannot be dual-wielded. All Hero classes can wield crossbows. The default slot where the weapon appears in inventory is the main (right) hand.

LIGHT CROSSBOW

REQ LEVEL	MIN/MAX DMG
3	8-10
AVG DMG PER SEC	ATK PER SEC
9	1.10

CROSSBOW

REQ LEVEL	MIN/MAX DMG
7	11-14
AVG DMG PER SEC	ATK PER SEC
13	1.10

HEAVY CROSSBOW

REQ LEVEL	MIN/MAX DMG
11	15-19
AVG DMG PER SEC	ATK PER SEC
21	1.10

ARBALEST

REQ LEVEL	MIN/MAX DMG
15	19-24
AVG DMG PER SEC	ATK PER SEC
21	1.10

LIAN NU

REQ LEVEL	MIN/MAX DMG
19	23-29
AVG DMG PER SEC	ATK PER SEC
26	1.10

WAR CROSSBOW

REQ LEVEL	MIN/MAX DMG
22	27-34
AVG DMG PER SEC	ATK PER SEC
30	1.10

PORCUPINE

REQ LEVEL	MIN/MAX DMG
25	31-39
AVG DMG PER SEC	ATK PER SEC
35	1.10

SIEGE CROSSBOW

REQ LEVEL	MIN/MAX DMG
33	45-57
AVG DMG PER SEC	ATK PER SEC
51	1.10

QUARRELBOW

REQ LEVEL	MIN/MAX DMG
34	48-60
AVG DMG PER SEC	ATK PER SEC
54	1.10

HEAVY SIEGE CROSSBOW

REQ LEVEL	MIN/MAX DMG
36	54-68
AVG DMG PER SEC	ATK PER SEC
61	1.10

SLINGBOW

REQ LEVEL	MIN/MAX DMG
39	64-81
AVG DMG PER SEC	ATK PER SEC
73	1.10

CHOKONU

REQ LEVEL	MIN/MAX DMG
44	86-109
AVG DMG PER SEC	ATK PER SEC
99	1.10

WAR CASTER

REQ LEVEL	MIN/MAX DMG
47	102-130
AVG DMG PER SEC	ATK PER SEC
118	1.10

SCORPION

REQ LEVEL	MIN/MAX DMG
51	138-175
AVG DMG PER SEC	ATK PER SEC
159	1.10

WINDLASS

REQ LEVEL	MIN/MAX DMG
52	149-189
AVG DMG PER SEC	ATK PER SEC
171	1.10

CRANEQUIN

REQ LEVEL	MIN/MAX DMG
53	161-204
AVG DMG PER SEC	ATK PER SEC
185	1.10

DREAD CROSSBOW

REQ LEVEL	MIN/MAX DMG
55	187-236
AVG DMG PER SEC	ATK PER SEC
214	1.10

NAYIN

REQ LEVEL	MIN/MAX DMG
58	233-294
AVG DMG PER SEC	ATK PER SEC
266	1.10

STONEBOW

REQ LEVEL	MIN/MAX DMG
60	296-371
AVG DMG PER SEC	ATK PER SEC
337	1.10

DOOMCASTER

REQ LEVEL	MIN/MAX DMG
60	350-437
AVG DMG PER SEC	ATK PER SEC
397	1.10

HELLION CROSSBOW

REQ LEVEL	MIN/MAX DMG
60	413-514
AVG DMG PER SEC	ATK PER SEC
467	1.10

DAGGERS

All five classes can wield a dagger, with its default slot being the Hero's main (right) hand. Both the Barbarian and the Monk can dual-wield these weapons.

SIMPLE DAGGER

REQ LEVEL	MIN/MAX DMG
1	2-7
AVG DMG PER SEC	ATK PER SEC
4	1.50

SHIV

REQ LEVEL	MIN/MAX DMG
5	3-11
AVG DMG PER SEC	ATK PER SEC
7	1.50

SHORT DAGGER

REQ LEVEL	MIN/MAX DMG
10	5-17
AVG DMG PER SEC	ATK PER SEC
11	1.50

DAGGER

REQ LEVEL	MIN/MAX DMG
14	7-22
AVG DMG PER SEC	ATK PER SEC
14	1.50

POIGNARD

REQ LEVEL	MIN/MAX DMG
18	8-25
AVG DMG PER SEC	ATK PER SEC
16	1.50

STILETTO

REQ LEVEL	MIN/MAX DMG
22	9-29
AVG DMG PER SEC	ATK PER SEC
19	1.50

SKIVER

REQ LEVEL	MIN/MAX DMG
26	10-32
AVG DMG PER SEC	ATK PER SEC
21	1.50

JAGGED DAGGER

REQ LEVEL	MIN/MAX DMG
32	13-40
AVG DMG PER SEC	ATK PER SEC
26	1.50

KINDJAL

REQ LEVEL	MIN/MAX DMG
35	15-46
AVG DMG PER SEC	ATK PER SEC
30	1.50

PUGIO

REQ LEVEL	MIN/MAX DMG
38	17-52
AVG DMG PER SEC	ATK PER SEC
34	1.50

RONDEL

REQ LEVEL	MIN/MAX DMG
41	19-59
AVG DMG PER SEC	ATK PER SEC
39	1.50

SCRAMASAX

REQ LEVEL	MIN/MAX DMG
44	22-68
AVG DMG PER SEC	ATK PER SEC
45	1.50

MAIN GAUCHE

REQ LEVEL	MIN/MAX DMG
47	26-79
AVG DMG PER SEC	ATK PER SEC
52	1.50

SPINE

REQ LEVEL	MIN/MAX DMG
50	31-94
AVG DMG PER SEC	ATK PER SEC
62	1.50

KUKRI

REQ LEVEL	MIN/MAX DMG
52	34-103
AVG DMG PER SEC	ATK PER SEC
68	1.50

PAVADE

REQ LEVEL	MIN/MAX DMG
54	36-112
AVG DMG PER SEC	ATK PER SEC
74	1.50

CINQUEDEA

REQ LEVEL	MIN/MAX DMG
56	39-122
AVG DMG PER SEC	ATK PER SEC
81	1.50

SKAIN

REQ LEVEL	MIN/MAX DMG
58	43-133
AVG DMG PER SEC	ATK PER SEC
88	1.50

BASILARD

REQ LEVEL	MIN/MAX DMG
60	52-160
AVG DMG PER SEC	ATK PER SEC
106	1.50

PIERCER

REQ LEVEL	MIN/MAX DMG
60	59-182
AVG DMG PER SEC	ATK PER SEC
121	1.50

DARKBLADE

REQ LEVEL	MIN/MAX DMG
60	67-209
AVG DMG PER SEC	ATK PER SEC
139	1.50

DAIBOS (MONK ONLY)

Only a Monk can wield the deadly combat stave known as a daibo. Each daibo requires two hands to use, so they cannot be dual-wielded. The default inventory slot is the main (right) hand.

WOODEN BO

REQ LEVEL	MIN/MAX DMG
9	11-21
AVG DMG PER SEC	ATK PER SEC
15	1.10

SPADE

REQ LEVEL	MIN/MAX DMG
13	14-27
AVG DMG PER SEC	ATK PER SEC
20	1.10

EIKU

REQ LEVEL	MIN/MAX DMG
18	18-34
AVG DMG PER SEC	ATK PER SEC
25	1.10

TAIJI

REQ LEVEL	MIN/MAX DMG
27	27-51
AVG DMG PER SEC	ATK PER SEC
39	1.10

JODO STAFF

REQ LEVEL	MIN/MAX DMG
31	33-62
AVG DMG PER SEC	ATK PER SEC
47	1.10

SIBAT

REQ LEVEL	MIN/MAX DMG
36	43-83
AVG DMG PER SEC	ATK PER SEC
64	1.10

TROST

REQ LEVEL	MIN/MAX DMG
42	63-119
AVG DMG PER SEC	ATK PER SEC
91	1.10

SVARDSTAV

REQ LEVEL	MIN/MAX DMG
48	93-177
AVG DMG PER SEC	ATK PER SEC
136	1.10

LATHI

REQ LEVEL	MIN/MAX DMG
51	113-216
AVG DMG PER SEC	ATK PER SEC
166	1.10

SILAMBAM

REQ LEVEL	MIN/MAX DMG
54	141-270
AVG DMG PER SEC	ATK PER SEC
207	1.10

DREVKO

REQ LEVEL	MIN/MAX DMG
57	175-336
AVG DMG PER SEC	ATK PER SEC
258	1.10

GRAND TAIJI

REQ LEVEL	MIN/MAX DMG
60	239-456
AVG DMG PER SEC	ATK PER SEC
351	1.10

ZHEZL

REQ LEVEL	MIN/MAX DMG
60	282-538
AVG DMG PER SEC	ATK PER SEC
413	1.10

GURU STAFF

REQ LEVEL	MIN/MAX DMG
60	333-632
AVG DMG PER SEC	ATK PER SEC
486	1.10

FIST WEAPONS (MONK ONLY)

These fist wraps enhance the Monk's swift and brutal hand-to-hand combat expertise.

KNUCKLES

REQ LEVEL	MIN/MAX DMG
5	2-9
AVG DMG PER SEC	ATK PER SEC
8	1.40

SPIKES

REQ LEVEL	MIN/MAX DMG
10	7-17
AVG DMG PER SEC	ATK PER SEC
11	1.40

TALON

REQ LEVEL	MIN/MAX DMG
15	9-22
AVG DMG PER SEC	ATK PER SEC
15	1.40

SHUKO

REQ LEVEL	MIN/MAX DMG
24	13-31
AVG DMG PER SEC	ATK PER SEC
22	1.40

BREAKER

REQ LEVEL	MIN/MAX DMG
31	17-40
AVG DMG PER SEC	ATK PER SEC
28	1.40

IRON FIST

REQ LEVEL	MIN/MAX DMG
35	20-48
AVG DMG PER SEC	ATK PER SEC
34	1.40

CLAW

REQ LEVEL	MIN/MAX DMG
40	26-62
AVG DMG PER SEC	ATK PER SEC
44	1.40

KASTET

REQ LEVEL	MIN/MAX DMG
46	35-83
AVG DMG PER SEC	ATK PER SEC
58	1.40

GRAPPLER

REQ LEVEL	MIN/MAX DMG
51	46-110
AVG DMG PER SEC	ATK PER SEC
78	1.40

HAMMER HAND

REQ LEVEL	MIN/MAX DMG
55	56-134
AVG DMG PER SEC	ATK PER SEC
95	1.40

DEMON FANG

REQ LEVEL	MIN/MAX DMG
59	67-163
AVG DMG PER SEC	ATK PER SEC
116	1.40

PULVERIZER

REQ LEVEL	MIN/MAX DMG
60	78-187
AVG DMG PER SEC	ATK PER SEC
133	1.40

GOLDEN TALON

REQ LEVEL	MIN/MAX DMG
60	90-216
AVG DMG PER SEC	ATK PER SEC
153	1.40

HEAVEN HAND

REQ LEVEL	MIN/MAX DMG
60	104-248
AVG DMG PER SEC	ATK PER SEC
176	1.40

HAND CROSSBOWS (DEMON HUNTER ONLY)

The hand crossbow is the Demon Hunter's primary special weapon. Its default slot is the Hero's main (right) hand, but the Demon Hunter can also dual-wield these weapons.

SIMPLE HAND CROSSBOW

REQ LEVEL	MIN/MAX DMG
5	3-13
AVG DMG PER SEC	ATK PER SEC
7	1.60

LIGHT HAND CROSSBOW

REQ LEVEL	MIN/MAX DMG
6	2-14
AVG DMG PER SEC	ATK PER SEC
8	1.60

STAKE THROWER

REQ LEVEL	MIN/MAX DMG
8	2-16
AVG DMG PER SEC	ATK PER SEC
9	1.60

HAND CROSSBOW

REQ LEVEL	MIN/MAX DMG
10	3-19
AVG DMG PER SEC	ATK PER SEC
11	1.60

SLINGLOCK

REQ LEVEL	MIN/MAX DMG
14	4-24
AVG DMG PER SEC	ATK PER SEC
13	1.60

QUILLSHOT

REQ LEVEL	MIN/MAX DMG
18	4-28
AVG DMG PER SEC	ATK PER SEC
16	1.60

NAIL SPITTER

REQ LEVEL	MIN/MAX DMG
22	5-32
AVG DMG PER SEC	ATK PER SEC
19	1.60

HEAVY STAKE THROWER

REQ LEVEL	MIN/MAX DMG
26	6-37
AVG DMG PER SEC	ATK PER SEC
22	1.60

SLING PISTOL

REQ LEVEL	MIN/MAX DMG
30	7-43
AVG DMG PER SEC	ATK PER SEC
25	1.60

CROSSLOCK

REQ LEVEL	MIN/MAX DMG
33	8-49
AVG DMG PER SEC	ATK PER SEC
28	1.60

SIEGE LOCK

REQ LEVEL	MIN/MAX DMG
35	9-54
AVG DMG PER SEC	ATK PER SEC
31	1.60

ARCUS

REQ LEVEL	MIN/MAX DMG
39	11-66
AVG DMG PER SEC	ATK PER SEC
38	1.60

CRANEQUIN

REQ LEVEL	MIN/MAX DMG
42	12-72
AVG DMG PER SEC	ATK PER SEC
42	1.60

SPINE THROWER

REQ LEVEL	MIN/MAX DMG
44	14-84
AVG DMG PER SEC	ATK PER SEC
49	1.60

HEAVY ARCUS

REQ LEVEL	MIN/MAX DMG
46	16-93
AVG DMG PER SEC	ATK PER SEC
54	1.60

BOLT RACK

REQ LEVEL	MIN/MAX DMG
48	18-107
AVG DMG PER SEC	ATK PER SEC
63	1.60

RUNIC SLING PISTOL

REQ LEVEL	MIN/MAX DMG
51	21-123
AVG DMG PER SEC	ATK PER SEC
72	1.60

SPLINTER SHOT

REQ LEVEL	MIN/MAX DMG
53	24-137
AVG DMG PER SEC	ATK PER SEC
80	1.60

WINDLASH

REQ LEVEL	MIN/MAX DMG
55	26-150
AVG DMG PER SEC	ATK PER SEC
88	1.60

BLADE SPITTER

REQ LEVEL	MIN/MAX DMG
57	29-166
AVG DMG PER SEC	ATK PER SEC
97	1.60

HEAVY CRANEQUIN

REQ LEVEL	MIN/MAX DMG
59	32-183
AVG DMG PER SEC	ATK PER SEC
107	1.60

RUNIC ARCUS

REQ LEVEL	MIN/MAX DMG
60	37-211
AVG DMG PER SEC	ATK PER SEC
123	1.60

IMPELLOR

REQ LEVEL	MIN/MAX DMG
60	42-242
AVG DMG PER SEC	ATK PER SEC
142	1.60

EXORCIST

REQ LEVEL	MIN/MAX DMG
60	48-279
AVG DMG PER SEC	ATK PER SEC
163	1.60

MACES: ONE-HANDED

All five classes can wield a one-handed mace, with its default slot being the Hero's main (right) hand. Both the Barbarian and the Monk can dual-wield these weapons.

CLUB

REQ LEVEL	MIN/MAX DMG
1	3-7
AVG DMG PER SEC	ATK PER SEC
5	1.20

CUDGEL

REQ LEVEL	MIN/MAX DMG
5	6-12
AVG DMG PER SEC	ATK PER SEC
9	1.20

MORNING STAR

REQ LEVEL	MIN/MAX DMG
10	9-18
AVG DMG PER SEC	ATK PER SEC
13	1.20

MACE

REQ LEVEL	MIN/MAX DMG
14	11-22
AVG DMG PER SEC	ATK PER SEC
17	1.20

FLANGED MACE

REQ LEVEL	MIN/MAX DMG
18	14-27
AVG DMG PER SEC	ATK PER SEC
20	1.20

HAMMER

REQ LEVEL	MIN/MAX DMG
22	17-32
AVG DMG PER SEC	ATK PER SEC
24	1.20

WAR GAVEL

REQ LEVEL	MIN/MAX DMG
26	20-38
AVG DMG PER SEC	ATK PER SEC
29	1.20

BLUDGEON

REQ LEVEL	MIN/MAX DMG
32	26-49
AVG DMG PER SEC	ATK PER SEC
37	1.20

SPIKED BATON

REQ LEVEL	MIN/MAX DMG
35	31-58
AVG DMG PER SEC	ATK PER SEC
44	1.20

WAR MACE

REQ LEVEL	MIN/MAX DMG
38	37-69
AVG DMG PER SEC	ATK PER SEC
53	1.20

GADA

REQ LEVEL	MIN/MAX DMG
41	43-81
AVG DMG PER SEC	ATK PER SEC
62	1.20

PERNACH

REQ LEVEL	MIN/MAX DMG
44	50-96
AVG DMG PER SEC	ATK PER SEC
73	1.20

HEAVY HAMMER

REQ LEVEL	MIN/MAX DMG
47	60-114
AVG DMG PER SEC	ATK PER SEC
87	1.20

WAR HAMMER

REQ LEVEL	MIN/MAX DMG
50	73-139
AVG DMG PER SEC	ATK PER SEC
107	1.20

SKULL CRUSHER

REQ LEVEL	MIN/MAX DMG
52	81-155
AVG DMG PER SEC	ATK PER SEC
119	1.20

TRUNCHEON

REQ LEVEL	MIN/MAX DMG
54	91-174
AVG DMG PER SEC	ATK PER SEC
133	1.20

DEATH MACE

REQ LEVEL	MIN/MAX DMG
56	102-194
AVG DMG PER SEC	ATK PER SEC
148	1.20

TRIPYOR

REQ LEVEL	MIN/MAX DMG
58	113-216
AVG DMG PER SEC	ATK PER SEC
166	1.20

GOEDENDAG

REQ LEVEL	MIN/MAX DMG
60	139-264
AVG DMG PER SEC	ATK PER SEC
203	1.20

CRAG HAMMER

REQ LEVEL	MIN/MAX DMG
60	160-306
AVG DMG PER SEC	ATK PER SEC
235	1.20

DEMOLISHER

REQ LEVEL	MIN/MAX DMG
60	186-354
AVG DMG PER SEC	ATK PER SEC
271	1.20

MACES: TWO-HANDED

As the category name implies, each of these weapons requires two hands to use, so they cannot be dual-wielded. Only Barbarians, Witch Doctors, and Wizards can use two-handed maces. The default slot where the weapon appears in inventory is the main (right) hand.

TWO-HANDED CLUB

REQ LEVEL	MIN/MAX DMG
9	17-19
AVG DMG PER SEC	ATK PER SEC
18	0.90

TWO-HANDED MACE

REQ LEVEL	MIN/MAX DMG
13	22-25
AVG DMG PER SEC	ATK PER SEC
23	0.90

TWO-HANDED HAMMER

REQ LEVEL	MIN/MAX DMG
17	27-30
AVG DMG PER SEC	ATK PER SEC
28	0.90

MAUL

REQ LEVEL	MIN/MAX DMG
21	34-38
AVG DMG PER SEC	ATK PER SEC
36	0.90

MALLET

REQ LEVEL	MIN/MAX DMG
25	41-47
AVG DMG PER SEC	ATK PER SEC
44	0.90

GREAT HAMMER

REQ LEVEL	MIN/MAX DMG
29	49-56
AVG DMG PER SEC	ATK PER SEC
52	0.90

DIRE CLUB

REQ LEVEL	MIN/MAX DMG
32	60-68
AVG DMG PER SEC	ATK PER SEC
64	0.90

DIRE MACE

REQ LEVEL	MIN/MAX DMG
35	72-82
AVG DMG PER SEC	ATK PER SEC
78	0.90

SLEDGE HAMMER

REQ LEVEL	MIN/MAX DMG
38	88-100
AVG DMG PER SEC	ATK PER SEC
94	0.90

GREAT MAUL

REQ LEVEL	MIN/MAX DMG
41	106-121
AVG DMG PER SEC	ATK PER SEC
114	0.90

WAR MALLET

REQ LEVEL	MIN/MAX DMG
44	127-145
AVG DMG PER SEC	ATK PER SEC
138	0.90

ROCK BREAKER

REQ LEVEL	MIN/MAX DMG
47	155-176
AVG DMG PER SEC	ATK PER SEC
167	0.90

WRECKER

REQ LEVEL	MIN/MAX DMG
51	211-240
AVG DMG PER SEC	ATK PER SEC
228	0.90

DREAD MACE

REQ LEVEL	MIN/MAX DMG
54	267-303
AVG DMG PER SEC	ATK PER SEC
288	0.90

WAR SLEDGE

REQ LEVEL	MIN/MAX DMG
57	337-381
AVG DMG PER SEC	ATK PER SEC
363	0.90

WAR MAUL

REQ LEVEL	MIN/MAX DMG
60	466-523
AVG DMG PER SEC	ATK PER SEC
498	0.90

SLAG HAMMER

REQ LEVEL	MIN/MAX DMG
60	551-617
AVG DMG PER SEC	ATK PER SEC
587	0.90

DOOM HAMMER

REQ LEVEL	MIN/MAX DMG
60	651-728
AVG DMG PER SEC	ATK PER SEC
693	0.90

MIGHTY WEAPON: ONE-HANDED (BARBARIAN ONLY)

The Barbarian can dual-wield this vicious bladed weapon, with its default slot being the main (right) hand.

SICKLE

REQ LEVEL	MIN/MAX DMG
5	6-12
AVG DMG PER SEC	ATK PER SEC
8	1.30

CARVER

REQ LEVEL	MIN/MAX DMG
9	8-16
AVG DMG PER SEC	ATK PER SEC
11	1.30

MAW AXE

REQ LEVEL	MIN/MAX DMG
17	12-23
AVG DMG PER SEC	ATK PER SEC
18	1.30

WAR BLADE

REQ LEVEL	MIN/MAX DMG
25	17-33
AVG DMG PER SEC	ATK PER SEC
25	1.30

SCYTHE

REQ LEVEL	MIN/MAX DMG
30	20-38
AVG DMG PER SEC	ATK PER SEC
29	1.30

MACHETE

REQ LEVEL	MIN/MAX DMG
37	30-56
AVG DMG PER SEC	ATK PER SEC
43	1.30

GUTWRENCH

REQ LEVEL	MIN/MAX DMG
45	45-86
AVG DMG PER SEC	ATK PER SEC
65	1.30

RAGE BLADE

REQ LEVEL	MIN/MAX DMG
51	64-122
AVG DMG PER SEC	ATK PER SEC
93	1.30

REAPER

REQ LEVEL	MIN/MAX DMG
56	83-159
AVG DMG PER SEC	ATK PER SEC
121	1.30

CHOPSWORD

REQ LEVEL	MIN/MAX DMG
60	112-214
AVG DMG PER SEC	ATK PER SEC
164	1.30

MASSACRE AXE

REQ LEVEL	MIN/MAX DMG
60	129-246
AVG DMG PER SEC	ATK PER SEC
189	1.30

SLAYER

REQ LEVEL	MIN/MAX DMG
60	150-285
AVG DMG PER SEC	ATK PER SEC
218	1.30

MIGHTY WEAPON: TWO-HANDED (BARBARIAN ONLY)

Each of these weapons requires two hands to use, so they cannot be dual-wielded. The default slot where the weapon appears in inventory is the main (right) hand.

PETRIFIED TRUNK

REQ LEVEL	MIN/MAX DMG
9	15-17
AVG DMG PER SEC	ATK PER SEC
16	1.00

GIANT SWORD

REQ LEVEL	MIN/MAX DMG
12	18-20
AVG DMG PER SEC	ATK PER SEC
19	1.00

GIANT HAMMER

REQ LEVEL	MIN/MAX DMG
18	25-28
AVG DMG PER SEC	ATK PER SEC
27	1.00

GIANT AXE

REQ LEVEL	MIN/MAX DMG
24	35-39
AVG DMG PER SEC	ATK PER SEC
37	1.00

REDWOOD WAR CLUB

REQ LEVEL	MIN/MAX DMG
34	58-66
AVG DMG PER SEC	ATK PER SEC
62	1.00

COLOSSUS SWORD

REQ LEVEL	MIN/MAX DMG
39	79-90
AVG DMG PER SEC	ATK PER SEC
85	1.00

CRUSHER

REQ LEVEL	MIN/MAX DMG
44	107-122
AVG DMG PER SEC	ATK PER SEC
116	1.00

COLOSSUS AXE

REQ LEVEL	MIN/MAX DMG
50	163-185
AVG DMG PER SEC	ATK PER SEC
175	1.00

BATTERSMASH

REQ LEVEL	MIN/MAX DMG
55	239-270
AVG DMG PER SEC	ATK PER SEC
257	1.00

TITAN SWORD

REQ LEVEL	MIN/MAX DMG
60	381-428
AVG DMG PER SEC	ATK PER SEC
407	1.00

BEHEMOTH

REQ LEVEL	MIN/MAX DMG
60	449-505
AVG DMG PER SEC	ATK PER SEC
480	1.00

TITAN AXE

REQ LEVEL	MIN/MAX DMG
60	531-595
AVG DMG PER SEC	ATK PER SEC
566	1.00

POLEARMS

These brutal, long-reaching weapons require two hands to use, so they cannot be dual-wielded. Only Barbarians, Monks, and Witch Doctors can equip these 2-handed Polearms. The default inventory slot where the weapon appears is the main (right) hand.

BARDICHE

REQ LEVEL	MIN/MAX DMG
5	11-14
AVG DMG PER SEC	ATK PER SEC
12	1

PIKE

REQ LEVEL	MIN/MAX DMG
9	15-19
AVG DMG PER SEC	ATK PER SEC
17	1

GUISARME

REQ LEVEL	MIN/MAX DMG
13	20-25
AVG DMG PER SEC	ATK PER SEC
22	1

HACHE

REQ LEVEL	MIN/MAX DMG
17	24-30
AVG DMG PER SEC	ATK PER SEC
27	1

GLAIVE

REQ LEVEL	MIN/MAX DMG
21	31-38
AVG DMG PER SEC	ATK PER SEC
34	1

POLE AXE

REQ LEVEL	MIN/MAX DMG
25	37-47
AVG DMG PER SEC	ATK PER SEC
42	1

HALBERD

REQ LEVEL	MIN/MAX DMG
27	40-51
AVG DMG PER SEC	ATK PER SEC
46	1

LANCE

REQ LEVEL	MIN/MAX DMG
31	49-62
AVG DMG PER SEC	ATK PER SEC
56	1

VOULGE

REQ LEVEL	MIN/MAX DMG
33	56-70
AVG DMG PER SEC	ATK PER SEC
64	1

NAGINATA

REQ LEVEL	MIN/MAX DMG
36	68-86
AVG DMG PER SEC	ATK PER SEC
77	1

CROC

REQ LEVEL	MIN/MAX DMG
38	77-97
AVG DMG PER SEC	ATK PER SEC
88	1

BATTLE HACHE

REQ LEVEL	MIN/MAX DMG
40	88-111
AVG DMG PER SEC	ATK PER SEC
100	1

BISENTO

REQ LEVEL	MIN/MAX DMG
42	98-124
AVG DMG PER SEC	ATK PER SEC
113	1

GREAT POLE AXE

REQ LEVEL	MIN/MAX DMG
44	112-141
AVG DMG PER SEC	ATK PER SEC
128	1

BATTLE HALBERD

REQ LEVEL	MIN/MAX DMG
46	126-160
AVG DMG PER SEC	ATK PER SEC
145	1

PARTIZAN

REQ LEVEL	MIN/MAX DMG
48	150-189
AVG DMG PER SEC	ATK PER SEC
171	1

LOCHABER AXE

REQ LEVEL	MIN/MAX DMG
51	184-232
AVG DMG PER SEC	ATK PER SEC
210	1

FAUCHARD

REQ LEVEL	MIN/MAX DMG
53	214-270
AVG DMG PER SEC	ATK PER SEC
245	1

SKEWER

REQ LEVEL	MIN/MAX DMG
55	250-315
AVG DMG PER SEC	ATK PER SEC
285	1

WAR CREST

REQ LEVEL	MIN/MAX DMG
57	292-366
AVG DMG PER SEC	ATK PER SEC
332	1

KWAN DAO

REQ LEVEL	MIN/MAX DMG
59	340-425
AVG DMG PER SEC	ATK PER SEC
386	1

WAR THRESHER

REQ LEVEL	MIN/MAX DMG
60	402-501
AVG DMG PER SEC	ATK PER SEC
455	1

GRAND HALBERD

REQ LEVEL	MIN/MAX DMG
60	476-591
AVG DMG PER SEC	ATK PER SEC
536	1

DREAD LANCE

REQ LEVEL	MIN/MAX DMG
60	562-696
AVG DMG PER SEC	ATK PER SEC
633	1

SPEARS

All five Hero classes can use spears. Spears require only one hand to use, and both Barbarian and Monk classes can dual-wield them. The default inventory slot where the weapon appears is the main (right) hand.

JAVELIN

REQ LEVEL	MIN/MAX DMG
1	5-8
AVG DMG PER SEC	ATK PER SEC
6	1.20

FUSCINA

REQ LEVEL	MIN/MAX DMG
8	9-14
AVG DMG PER SEC	ATK PER SEC
11	1.20

SPEAR

REQ LEVEL	MIN/MAX DMG
14	13-20
AVG DMG PER SEC	ATK PER SEC
16	1.20

HASTA

REQ LEVEL	MIN/MAX DMG
20	17-26
AVG DMG PER SEC	ATK PER SEC
22	1.20

PILUM

REQ LEVEL	MIN/MAX DMG
26	22-34
AVG DMG PER SEC	ATK PER SEC
28	1.20

ANGON

REQ LEVEL	MIN/MAX DMG
30	26-40
AVG DMG PER SEC	ATK PER SEC
33	1.20

ASSEGAI

REQ LEVEL	MIN/MAX DMG
34	33-50
AVG DMG PER SEC	ATK PER SEC
41	1.20

WAR SPEAR

REQ LEVEL	MIN/MAX DMG
38	41-62
AVG DMG PER SEC	ATK PER SEC
51	1.20

SPONTOON

REQ LEVEL	MIN/MAX DMG
44	57-88
AVG DMG PER SEC	ATK PER SEC
72	1.20

YARI

REQ LEVEL	MIN/MAX DMG
51	86-133
AVG DMG PER SEC	ATK PER SEC
110	1.20

HARPOON

REQ LEVEL	MIN/MAX DMG
54	102-157
AVG DMG PER SEC	ATK PER SEC
130	1.20

IMPALER

REQ LEVEL	MIN/MAX DMG
57	120-185
AVG DMG PER SEC	ATK PER SEC
154	1.20

QIANG

REQ LEVEL	MIN/MAX DMG
60	155-239
AVG DMG PER SEC	ATK PER SEC
199	1.20

VEL

REQ LEVEL	MIN/MAX DMG
60	180-277
AVG DMG PER SEC	ATK PER SEC
230	1.20

CENTURION SPEAR

REQ LEVEL	MIN/MAX DMG
60	209-320
AVG DMG PER SEC	ATK PER SEC
266	1.20

STAVES

Only the Monk, Witch Doctor, and Wizard classes can use staffs. These weapons require two hands to use, so they cannot be dual-wielded. The default inventory slot for any staff is the main (right) hand. Note that a seemingly plain staff may also channel very powerful arcane or spiritual forces.

SHORT STAFF

REQ LEVEL	MIN/MAX DMG
5	10-16
AVG DMG PER SEC	ATK PER SEC
12	1.00

LONG STAFF

REQ LEVEL	MIN/MAX DMG
10	14-22
AVG DMG PER SEC	ATK PER SEC
18	1.00

YEW STAFF

REQ LEVEL	MIN/MAX DMG
14	18-28
AVG DMG PER SEC	ATK PER SEC
22	1.00

GNARLED STAFF

REQ LEVEL	MIN/MAX DMG
18	22-34
AVG DMG PER SEC	ATK PER SEC
28	1.00

BONE STAFF

REQ LEVEL	MIN/MAX DMG
22	27-41
AVG DMG PER SEC	ATK PER SEC
34	1.00

BATTLE STAFF

REQ LEVEL	MIN/MAX DMG
26	33-50
AVG DMG PER SEC	ATK PER SEC
42	1.00

WAR STAFF

REQ LEVEL	MIN/MAX DMG
31	41-64
AVG DMG PER SEC	ATK PER SEC
53	1.00

MENTOR STAFF

REQ LEVEL	MIN/MAX DMG
35	54-83
AVG DMG PER SEC	ATK PER SEC
68	1.00

OBSIDIAN STAFF

REQ LEVEL	MIN/MAX DMG
37	61-94
AVG DMG PER SEC	ATK PER SEC
78	1.00

PETRIFIED STAFF

REQ LEVEL	MIN/MAX DMG
40	73-113
AVG DMG PER SEC	ATK PER SEC
93	1.00

ELDER STAFF

REQ LEVEL	MIN/MAX DMG
42	82-127
AVG DMG PER SEC	ATK PER SEC
106	1.00

SHAMANIC STAFF

REQ LEVEL	MIN/MAX DMG
45	98-152
AVG DMG PER SEC	ATK PER SEC
127	1.00

HIGH PRIEST STAFF

REQ LEVEL	MIN/MAX DMG
47	112-173
AVG DMG PER SEC	ATK PER SEC
143	1.00

ARCANE STAFF

REQ LEVEL	MIN/MAX DMG
50	141-218
AVG DMG PER SEC	ATK PER SEC
181	1.00

HYPERION STAFF

REQ LEVEL	MIN/MAX DMG
52	165-264
AVG DMG PER SEC	ATK PER SEC
211	1.00

STYGIAN STAFF

REQ LEVEL	MIN/MAX DMG
54	191-295
AVG DMG PER SEC	ATK PER SEC
245	1.00

PRIMORDIAL STAFF

REQ LEVEL	MIN/MAX DMG
56	222-343
AVG DMG PER SEC	ATK PER SEC
285	1.00

ARCHAIC STAFF

REQ LEVEL	MIN/MAX DMG
58	258-398
AVG DMG PER SEC	ATK PER SEC
331	1.00

CONQUEST STAFF

REQ LEVEL	MIN/MAX DMG
60	329-505
AVG DMG PER SEC	ATK PER SEC
420	1.00

MYTHICAL STAFF

REQ LEVEL	MIN/MAX DMG
60	389-595
AVG DMG PER SEC	ATK PER SEC
495	1.00

SOVEREIGN STAFF

REQ LEVEL	MIN/MAX DMG
60	460-701
AVG DMG PER SEC	ATK PER SEC
583	1.00

SWORDS: ONE-HANDED

All five classes can wield a one-handed sword, with its default slot being the Hero's main (right) hand. Both the Barbarian and the Monk can dual-wield these weapons.

SHORT SWORD

REQ LEVEL	MIN/MAX DMG
1	2-5
AVG DMG PER SEC	ATK PER SEC
3	1.40

SABRE

REQ LEVEL	MIN/MAX DMG
3	4-10
AVG DMG PER SEC	ATK PER SEC
6	1.40

BROADSWORD

REQ LEVEL	MIN/MAX DMG
7	5-13
AVG DMG PER SEC	ATK PER SEC
9	1.40

LONGSWORD

REQ LEVEL	MIN/MAX DMG
11	7-18
AVG DMG PER SEC	ATK PER SEC
12	1.40

FALCHION

REQ LEVEL	MIN/MAX DMG
15	9-22
AVG DMG PER SEC	ATK PER SEC
15	1.40

SCIMITAR

REQ LEVEL	MIN/MAX DMG
19	11-26
AVG DMG PER SEC	ATK PER SEC
18	1.40

WAR SWORD

REQ LEVEL	MIN/MAX DMG
23	12-30
AVG DMG PER SEC	ATK PER SEC
21	1.40

BASTARD SWORD

REQ LEVEL	MIN/MAX DMG
27	14-34
AVG DMG PER SEC	ATK PER SEC
24	1.40

GLADIUS

REQ LEVEL	MIN/MAX DMG
32	17-41
AVG DMG PER SEC	ATK PER SEC
29	1.40

CUTLASS

REQ LEVEL	MIN/MAX DMG
34	19-46
AVG DMG PER SEC	ATK PER SEC
32	1.40

BATTLE SWORD

REQ LEVEL	MIN/MAX DMG
36	21-50
AVG DMG PER SEC	ATK PER SEC
36	1.40

KNIGHT SWORD

REQ LEVEL	MIN/MAX DMG
38	23-55
AVG DMG PER SEC	ATK PER SEC
39	1.40

DAO

REQ LEVEL	MIN/MAX DMG
41	27-64
AVG DMG PER SEC	ATK PER SEC
46	1.40

SHAMSHIR

REQ LEVEL	MIN/MAX DMG
44	32-75
AVG DMG PER SEC	ATK PER SEC
53	1.40

RAID SWORD

REQ LEVEL	MIN/MAX DMG
46	35-83
AVG DMG PER SEC	ATK PER SEC
58	1.40

ANCIENT SWORD

REQ LEVEL	MIN/MAX DMG
48	40-95
AVG DMG PER SEC	ATK PER SEC
68	1.40

SWORDS: ONE-HANDED

SPATHA

REQ LEVEL	MIN/MAX DMG
50	43-104
AVG DMG PER SEC	ATK PER SEC
74	1.40

PIRATE SWORD

REQ LEVEL	MIN/MAX DMG
52	48-116
AVG DMG PER SEC	ATK PER SEC
82	1.40

STRONG SWORD

REQ LEVEL	MIN/MAX DMG
54	53-127
AVG DMG PER SEC	ATK PER SEC
91	1.40

KING BLADE

REQ LEVEL	MIN/MAX DMG
56	59-141
AVG DMG PER SEC	ATK PER SEC
100	1.40

TULWAR

REQ LEVEL	MIN/MAX DMG
58	65-155
AVG DMG PER SEC	ATK PER SEC
110	1.40

SAIF

REQ LEVEL	MIN/MAX DMG
60	78-187
AVG DMG PER SEC	ATK PER SEC
133	1.40

CONQUEST SWORD

REQ LEVEL	MIN/MAX DMG
60	90-216
AVG DMG PER SEC	ATK PER SEC
153	1.40

RUNE SWORD

REQ LEVEL	MIN/MAX DMG
60	104-248
AVG DMG PER SEC	ATK PER SEC
176	1.40

SWORDS: TWO-HANDED

As the category name implies, each of these weapons requires two hands to use, so they cannot be dual-wielded. Only Barbarians, Witch Doctors, and Wizards can use two-handed swords. The default slot where the weapon appears in inventory is the main (right) hand.

TWO-HANDED SWORD

REQ LEVEL	MIN/MAX DMG
4	8-13
AVG DMG PER SEC	ATK PER SEC
10	1.10

FLAMBERGE

REQ LEVEL	MIN/MAX DMG
9	12-19
AVG DMG PER SEC	ATK PER SEC
15	1.10

DERVISH

REQ LEVEL	MIN/MAX DMG
15	17-26
AVG DMG PER SEC	ATK PER SEC
21	1.10

EXECUTIONER SWORD

REQ LEVEL	MIN/MAX DMG
19	21-32
AVG DMG PER SEC	ATK PER SEC
26	1.10

NODACHI

REQ LEVEL	MIN/MAX DMG
23	26-40
AVG DMG PER SEC	ATK PER SEC
32	1.10

CLAYMORE

REQ LEVEL	MIN/MAX DMG
27	31-47
AVG DMG PER SEC	ATK PER SEC
38	1.10

GREAT SWORD

REQ LEVEL	MIN/MAX DMG
32	39-59
AVG DMG PER SEC	ATK PER SEC
49	1.10

REAVER

REQ LEVEL	MIN/MAX DMG
35	46-71
AVG DMG PER SEC	ATK PER SEC
59	1.10

KILIJ

REQ LEVEL	MIN/MAX DMG
38	55-85
AVG DMG PER SEC	ATK PER SEC
70	1.10

MAMELUKE

REQ LEVEL	MIN/MAX DMG
41	66-101
AVG DMG PER SEC	ATK PER SEC
84	1.10

NAGAMAKI

REQ LEVEL	MIN/MAX DMG
44	78-121
AVG DMG PER SEC	ATK PER SEC
101	1.10

GRAND SWORD

REQ LEVEL	MIN/MAX DMG
47	93-145
AVG DMG PER SEC	ATK PER SEC
120	1.10

HIGHLAND SWORD

REQ LEVEL	MIN/MAX DMG
51	126-196
AVG DMG PER SEC	ATK PER SEC
162	1.10

BRIMSTONE SWORD

REQ LEVEL	MIN/MAX DMG
54	158-244
AVG DMG PER SEC	ATK PER SEC
203	1.10

YATAGAN

REQ LEVEL	MIN/MAX DMG
57	197-304
AVG DMG PER SEC	ATK PER SEC
253	1.10

COLOSSUS BLADE

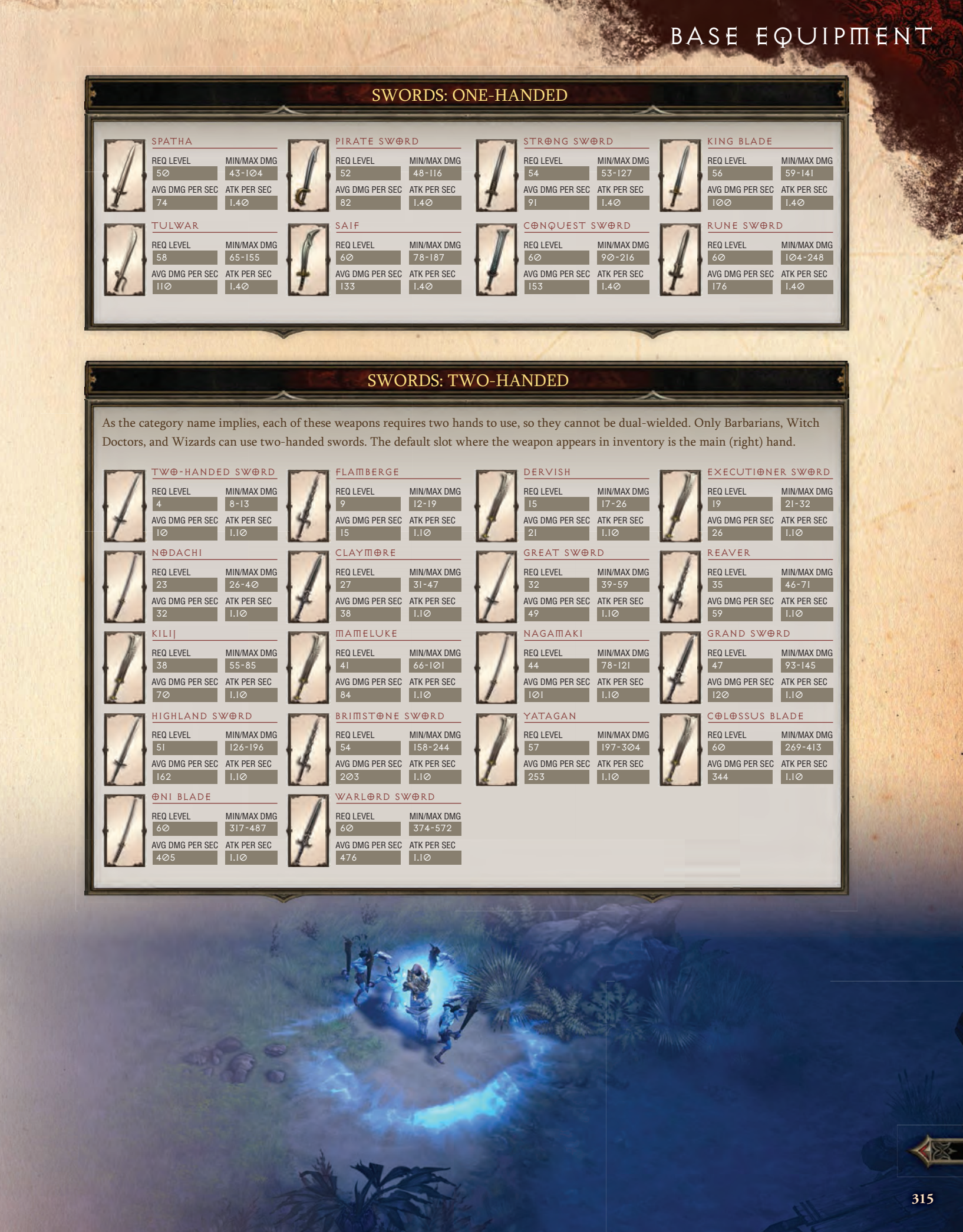
REQ LEVEL	MIN/MAX DMG
60	269-413
AVG DMG PER SEC	ATK PER SEC
344	1.10

ONI BLADE

REQ LEVEL	MIN/MAX DMG
60	317-487
AVG DMG PER SEC	ATK PER SEC
405	1.10

WARLORD SWORD

REQ LEVEL	MIN/MAX DMG
60	374-572
AVG DMG PER SEC	ATK PER SEC
476	1.10



WANDS (WIZARD ONLY)

Arcane energies need a conduit, lest they flow forth undirected. A wizard's body can serve as the channel for many spells, but wands further refine and focus the process of directing magic. This ranged weapon is wielded in one hand.

LESSER WAND

REQ LEVEL	MIN/MAX DMG
5	5-10
AVG DMG PER SEC	ATK PER SEC
8	1.40

OAK WAND

REQ LEVEL	MIN/MAX DMG
6	6-12
AVG DMG PER SEC	ATK PER SEC
8	1.40

WAND

REQ LEVEL	MIN/MAX DMG
10	8-15
AVG DMG PER SEC	ATK PER SEC
11	1.40

STEEL WAND

REQ LEVEL	MIN/MAX DMG
13	9-18
AVG DMG PER SEC	ATK PER SEC
13	1.40

MENTOR WAND

REQ LEVEL	MIN/MAX DMG
17	11-22
AVG DMG PER SEC	ATK PER SEC
16	1.40

ENCHANTER WAND

REQ LEVEL	MIN/MAX DMG
21	13-25
AVG DMG PER SEC	ATK PER SEC
19	1.40

GRIM WAND

REQ LEVEL	MIN/MAX DMG
25	15-29
AVG DMG PER SEC	ATK PER SEC
22	1.40

PETRIFIED WAND

REQ LEVEL	MIN/MAX DMG
33	21-40
AVG DMG PER SEC	ATK PER SEC
30	1.40

DUELIST WAND

REQ LEVEL	MIN/MAX DMG
36	24-46
AVG DMG PER SEC	ATK PER SEC
35	1.40

JADE WAND

REQ LEVEL	MIN/MAX DMG
39	28-53
AVG DMG PER SEC	ATK PER SEC
41	1.40

BATTLE WAND

REQ LEVEL	MIN/MAX DMG
42	33-62
AVG DMG PER SEC	ATK PER SEC
47	1.40

DIVINATION WAND

REQ LEVEL	MIN/MAX DMG
45	38-72
AVG DMG PER SEC	ATK PER SEC
55	1.40

SORCERY WAND

REQ LEVEL	MIN/MAX DMG
48	45-87
AVG DMG PER SEC	ATK PER SEC
66	1.40

SILVERSTEEL WAND

REQ LEVEL	MIN/MAX DMG
51	53-101
AVG DMG PER SEC	ATK PER SEC
77	1.40

GREATER WAND

REQ LEVEL	MIN/MAX DMG
53	58-111
AVG DMG PER SEC	ATK PER SEC
85	1.40

GUARDIAN

REQ LEVEL	MIN/MAX DMG
55	64-122
AVG DMG PER SEC	ATK PER SEC
93	1.40

MAGUS WAND

REQ LEVEL	MIN/MAX DMG
57	70-135
AVG DMG PER SEC	ATK PER SEC
103	1.40

SPELLBINDER

REQ LEVEL	MIN/MAX DMG
59	77-148
AVG DMG PER SEC	ATK PER SEC
114	1.40

ARCHMAGE WAND

REQ LEVEL	MIN/MAX DMG
60	89-170
AVG DMG PER SEC	ATK PER SEC
131	1.40

STRIKE WAND

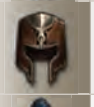
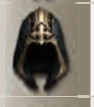
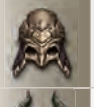
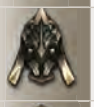
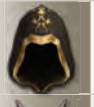
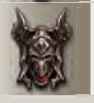
REQ LEVEL	MIN/MAX DMG
60	102-196
AVG DMG PER SEC	ATK PER SEC
150	1.40

DESOLATOR WAND

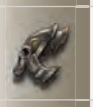
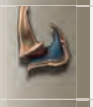
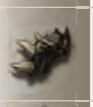
REQ LEVEL	MIN/MAX DMG
60	118-226
AVG DMG PER SEC	ATK PER SEC
173	1.40

ARMOR

HEAD

	ITEM	LVL	ARMOR
	Leather Hood	4	21-24
	Coif	9	36-41
	Arming Cap	15	54-71
	Helmet	21	72-89
	Plated Helm	27	90-113
	Crown	32	114-137
	Basinet	36	138-161
	Klappvisier	40	162-185
	Casque	44	186-224
	Great Helm	51	225-246
	Hounskull	54	247-269
	Stechhelm	57	270-284
	Zischagge	59	285-321
	Hellscape Mask	60	322-359
	Sovereign Helm	60	360-396
	Archon Crown	60	397-457

SHOULDERS

	ITEM	LVL	ARMOR
	Leather Mantle	10	34-47
	Shoulder Guards	15	48-57
	Amice	19	58-68
	Spaulders	23	69-79
	Shoulder Plates	27	80-100
	Etched Mantle	32	101-121
	Ailettes	36	122-143
	Pauldrons	40	144-164
	Sode	44	165-199
	Epaulets	51	200-219
	Balor Pauldrons	54	220-239
	Espaliers	57	240-252
	Warlord Spaulders	59	253-285
	Doom Pauldrons	60	286-319
	Pallium	60	320-352
	Archon Spaulders	60	353-406

In *Diablo III*, each Hero's body has eight different "equippable" areas that can wear protective armor: head, shoulders, wrists, hands, waist, torso, legs, and feet. All armor boosts your Armor stat, which reduces the amount of damage you take from enemy hits. Most of this gear requires you to reach a specific level before you can equip it.

Remember that the game also randomly adds enhancements (identified by affixes tagged onto the gear's name) to armor items that boost stats or bestow special abilities when you don the gear. So a slain monster may drop a base armor item such as the Plated Helm with an affix added—for example, the "Plated Helm of Cruelty." When equipped, a Plated Helm (the base item) adds 90-113 points to your Armor stat, but the affix "of Cruelty" also boosts your Dexterity stat by 42-47. For details on these enhancements, see the Equipment Affixes section earlier in this chapter.

One other note: Overall, the initial version of *Diablo III* features 17 different armor sets of base equipment. Except for Armor Set 1 (which has no head or shoulders gear), every armor set has one piece of equipment for each of the eight equippable body areas.

Class/Gender Specific

Armor items are visibly unique to each Hero class. In other words, an item may have the same name yet look distinctly different, depending on the class and gender of the Hero. A male Monk's Armor Set 5 not only looks different from that of a Barbarian or a Demon Hunter, but also has a unique appearance compared to Armor Set 5 of a female Monk.

WRISTS

	ITEM	LVL	ARMOR
	Bracers	1	8-9
	Leather Cuffs	7	16-19
	Bindings	12	25-32
	Vambraces	17	33-40
	Bracelets	22	41-49
	Mail Bands	27	50-62
	Wristwraps	32	63-75
	Wristbands	36	76-89
	Stabilizers	40	90-102
	Wristguards	44	103-124
	Wristplates	51	125-136
	Razorcoils	54	137-149
	Armwraps	57	150-157
	Armbands	59	158-178
	Warbands	60	179-199
	Armguards	60	200-219
	Armplates	60	220-253

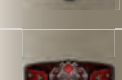
HANDS

	ITEM	LVL	ARMOR
	Gloves	1	4-5
	Leather Gloves	3	14-16
	Hide Gloves	9	28-32
	Chain Gloves	15	42-55
	Gauntlets	21	56-69
	Plated Gauntlets	27	70-87
	Grips	32	88-106
	Etched Gloves	36	107-125
	Vambraces	40	126-143
	Battle Gauntlets	44	144-174
	Boneweave Gauntlets	51	175-191
	Balor Fists	54	192-209
	Manifers	57	210-220
	Warlord Gauntlets	59	221-249
	Stranglers	60	251-279
	Sovereign Vambraces	60	280-308
	Archon Gauntlets	60	309-355

TORSO

	ITEM	LVL	ARMOR
	Cloth Tunic	1	3
	Leather Doublet	3	18-20
	Brigandine Coat	8	33-37
	Chain Mail	14	51-68
	Splint Cuirass	20	69-86
	Plate Mail	26	87-107
	Stygian Harness	31	108-137
	Etched Jacket	36	138-167
	Jazeraint Mail	41	168-197
	Battle Armor	46	198-224
	Boneweave Hauberk	51	225-246
	Balor Armor	54	247-269
	Astral Mail	57	270-284
	Warlord Plate	59	285-321
	Doom Armor	60	322-359
	Sovereign Mail	60	360-396
	Archon Armor	60	397-457

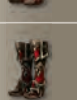
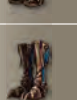
WAIST

	ITEM	LVL	ARMOR
	Sash	1	6
	Hide Belt	4	14-16
	Leather Belt	9	24-27
	Cord	14	34-43
	Binding Rope	19	44-53
	Chain Belt	24	54-67
	Silk Sash	30	68-87
	Waistwrap	35	88-107
	Strand	40	108-127
	Cupola	45	128-149
	Cinch	51	150-164
	Grasp	54	165-179
	Sheath	57	180-189
	Cincture	59	190-214
	Girdle	60	215-239
	Heaven Strand	60	240-264
	High Scabbard	60	265-305

LEGS

	ITEM	LVL	ARMOR
	Cloth Pants	1	6
	Leather Pants	3	18-20
	Hide Breeches	8	33-37
	Chain Leggings	13	48-62
	Faulds	18	63-77
	Plate Leggings	23	78-101
	Legwraps	30	102-131
	Etched Pants	35	132-161
	Chausses	40	162-191
	Tassets	45	192-224
	Boneweave Faulds	51	225-246
	Leg Guards	54	247-269
	Poleyns	57	270-284
	Warlord Leg Plates	59	285-321
	Schynbalds	60	322-359
	Sovereign Tassets	60	360-396
	Archon Faulds	60	397-457

FEET

	ITEM	LVL	ARMOR
	Shoes	1	7-8
	Boots	4	16-18
	Heavy Boots	10	30-34
	Chain Boots	16	44-57
	Sabatons	22	58-66
	Greaves	26	67-83
	Silk Shoes	31	84-106
	Brogans	36	107-129
	Treads	41	130-153
	Heavy Sabatons	46	154-174
	Battle Greaves	51	175-191
	Balor Treads	54	192-209
	Astral Greaves	57	210-220
	Warlord Boots	59	221-249
	Doom Treads	60	250-279
	Sovereign Greaves	60	280-308
	Archon Greaves	60	309-355

MIGHTY BELT (BARBARIAN ONLY)

Only Barbarian Heroes can wear this special belt type. Each Mighty Belt has special properties that enhance the character's Fury and Life.

ITEM	Warrior Belt	Harness	Braid	Grand Belt	Baldric	Blade Harness	Iron Braid	Steel Chain	Lock	Bronze Links	Heavy Baldric	Grand Chain
LVL	7	9	17	25	32	38	44	52	55	59	60	60
ARMOR	26-31	32-36	53-61	74-100	101-132	133-164	165-205	206-225	226-252	253-285	286-319	320-368

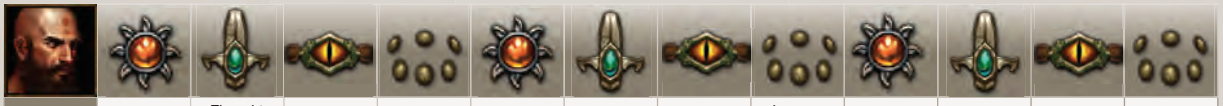
CLOAK (DEMON HUNTER ONLY)

Though Demon Hunters can wear heavy chest armor like any of the other warriors, lighter gear is better suited for their acrobatic movements. Cloaks provide chest protection without sacrificing mobility, and also enhance Hatred regeneration and boost maximum Discipline.

ITEM	Hunter Cloak	Shroud	Cape	Tabard	Wrap	Lurker Shroud	Talma	Cardinal	Veteran Cloak	Death Shroud	Stalker Cape	Dread Cloak
LVL	7	9	17	25	32	38	44	52	55	59	60	60
ARMOR	30-35	36-41	60-69	84-113	114-149	150-185	186-231	232-254	255-284	285-321	322-359	360-414

SPIRIT STONES (MONK ONLY)

Traditionally, the Monks of Ivgorod have used Spirit Stones to channel their energy and focus. Worn on the Monk's head, this item aids in Spirit regeneration and healing power.



ITEM	Glass Star	Thought Mirror	Third Eye	Onyx Cluster	Sunstone	Prism	Seer Shard	Igneous Studs	Solarius	Meditator	Ghost Sight	Star Crown
LVL	7	9	17	25	32	38	44	52	55	59	60	60
ARMOR	30-35	36-41	60-69	84-113	114-149	150-185	186-231	232-254	255-284	285-321	322-359	360-414

VOODOO MASK (WITCH DOCTOR ONLY)

This headgear veils the identity of Umbaru Witch Doctors, presenting them in the aspect of the spirits. Voodoo masks confer protection, boosting maximum mana as well as mana regeneration. Masked Witch Doctors can also terrify foes with their inhuman visages.

ITEM	Tribal Mask	Shaman Mask	Chieftain Mask	Spirit Mask	Woodwraith Bark	Burial Mask	Naga Mask	Umbra Mask	Screaming Mask	Underworld Mask	Manitou Mask	Deva
LVL	7	9	17	25	32	38	44	52	55	59	60	60
ARMOR	30-35	36-41	60-69	84-113	114-149	150-185	186-231	232-254	255-284	285-321	322-359	360-414

WIZARD HAT (WIZARD ONLY)

Wizard hats are often receptacles for easily portable enchantments. This headgear also enhances the Wizard's Arcane Power capability.

ITEM	Wanderer Hat	Journey Mask	Scholarly Fez	Charlatan Cap	Conjurer Shade	Mystic Shade	Mentor Cap	Traveler Hat	Sage Hat	Sinister Mask	Archmage Headpiece	Elder Hat
LVL	7	9	17	25	32	38	44	52	55	59	60	60
ARMOR	30-35	36-41	60-69	84-113	114-149	150-185	186-231	232-254	255-284	285-321	322-360	360-414

OFFHAND EQUIPMENT

In the Inventory page, the Offhand slot is the right slot (the Hero's left hand). Shields are the most common Offhand items, usable by all classes. You can also acquire a number of class-specific Offhand items. These are typically comprised of a base item with one or more affixes attached.

Remember that you can also acquire a number of Legendary Offhand items, as well as special "set" items that are part of powerful matching equipment sets. For details on these, refer to our coverage of Legendary Items and Special Set Items later in this chapter.

SHIELDS

Shields are held in the Hero's off (left) hand to provide extra Armor, plus a chance to block incoming enemy hits. All five Hero classes can use shields.

ITEM	LVL	ARMOR	CHANCE TO BLOCK	BLOCK AMOUNT
Buckler	1	8-9	10-20%	7-12
Targe Shield	3	48-55	10-20%	13-18
Heater Shield	8	88-101	10-20%	19-31
Kite Shield	13	128-167	10-20%	32-55
Large Shield	18	168-199	10-20%	56-83
Gothic Shield	22	200-223	10-20%	84-109
Tower Shield	25	224-255	10-20%	110-148
Pelta	29	256-319	10-20%	149-176
Rondache	33	320-383	10-20%	177-274
Knight Shield	37	384-447	10-20%	275-391
Ironwood Shield	41	448-511	10-20%	392-543

ITEM	LVL	ARMOR	CHANCE TO BLOCK	BLOCK AMOUNT
Pavise	45	512-579	10-20%	544-819
Bone Shield	50	580-619	10-20%	820-947
Savior	52	620-659	10-20%	948-1088
Aspis	54	660-699	10-20%	1089-1243
Hoplon	56	700-739	10-20%	1244-1444
Defender	58	740-759	10-20%	1445-1549
Scutum	59	760-859	10-20%	1550-1959
Aegis	60	860-959	10-20%	1960-2794
Dread Shield	60	960-1059	10-20%	2795-3705
Sacred Shield	60	1060-1219	10-20%	3706-4706

QUIVERS (DEMON HUNTER ONLY)

Only Demon Hunters can equip these Offhand items, but they must also have a bow equipped. Quivers speed up your bow-based attacks. They also have a random chance to enhance the Hero's Hatred regeneration and/or increase the Hero's maximum Discipline.

ITEM	LVL	ATTK/SEC INCREASE
Quiver	5	10%
Canvas Quiver	9	10%
Leather Quiver	13	10%
Hunting Quiver	19	10%
Assassin Quiver	24	10%
Heavy Quiver	30	11%
Barbed Quiver	36	11%
Hallowed Quiver	40	11%

ITEM	LVL	ATTK/SEC INCREASE
Stalker Quiver	46	11%
Razorspine Quiver	52	12%
Deadeye Quiver	55	12%
Bonetooth Quiver	58	12%
Consecrated Quiver	59	13%
Runic Quiver	60	14%
Sanctified Quiver	60	15%

MOJOS (WITCH DOCTORS ONLY)

Witch Doctors carry these spirit charms and vessels of good fortune in their Offhand.

ITEM	LVL	DAMAGE
Wanga Doll	5	1-2
Shrunken Head	9	2-5
Caged Horror	17	3-8
Viper	25	3-10
Gris-Gris Moppet	32	4-13
Tzantza	38	6-19

ITEM	LVL	DAMAGE
Living Tentacle	44	8-29
Copperhead	52	13-45
Wicker Man	55	17-144
Muttering Head	59	19-213
Unspeakable Thing	60	24-265
Kurastian Asp	60	28-405

ORBS (WIZARD ONLY)

Great power can be contained in a sphere, a stone set, an inhuman skull shape, or a folio of forbidden script scrawled in the tongues of kingdoms past. Wizards carry these orbs in the Offhand. Orbs always give a damage boost to the Wizard's attacks.

ITEM	LVL	DAMAGE
Eagle Orb	5	1-2
Spellbook	9	2-5
Smoked Spheres	17	3-8
Cursed Skull	25	3-10
Sanctuary Globe	32	4-13
Fiendish Folio	38	6-19

ITEM	LVL	DAMAGE
Triad	44	8-29
Screaming Skull	52	13-45
Power Sphere	55	17-144
Codex	59	19-213
Orbit Stones	60	24-265
Demi Lich	60	28-405

JEWELRY

Amulets and rings are typically comprised of a base item with an affix attached. Again, the game generates unique pieces of jewelry by taking the base item and adding random affixes to bestow special properties. The higher the jewelry item's level, the better chance that the game will assign a more powerful set of affixes to the item.

Remember that you can also acquire a number of Legendary jewelry items, as well as jewelry that's part of powerful matching equipment sets. For details on these special items, see our coverage of Legendary Items and Special Set Items later in this chapter.

RINGS

Here are the base rings in the game. Rings are worn when placed on the two Finger slots in your Inventory.

BASE	LVL
	4
	6
	8
	11
	13
	16
	18
	20
	23
	25
	29
	31

BASE	LVL
	33
	36
	39
	42
	45
	50
	53
	56
	59
	60
	60

AMULETS

Here are the base amulets in the game. Amulets are equipped when placed on the Neck slot in your Inventory.

BASE	LVL
	7
	11
	15
	19
	23
	27
	33

BASE	LVL
	38
	43
	48
	54
	59
	60
	60

FOLLOWER SPECIALS

During the course of your *Diablo III* adventure, you run into three characters that may join the Hero and fight by your side, one at a time. Each Follower can carry special items, unique to his/her calling. Note that these items alone (as listed here) have no intrinsic powers. But the game attaches random affixes to each item that bestow special properties.

ENCHANTRESS FOCI

Eirena the Enchantress can carry unique foci associated with scrying and hypnotism; items such as eyes, mirrors, and herbs. These are more than just trinkets—they channel the ancient mysticism of her sect, and thus provide her with potent increases to her abilities.

ENCHANTRESS FOCUS	LVL	ENCHANTRESS FOCUS	LVL
Mirror	18	Root	46
Eye	27	Eternity Mirror	50
Scrying Glass	32	Oculus	53
Blink	36	Cauldron	56
Crucible	41	Herb	59

SCOUNDREL TOKENS

Lyndon the Scoundrel carries pieces of stolen gear with him, mementos of a life guided by wit and luck, like loaded dice and hidden pouches. These souvenirs are infused with properties that improve his ability in combat.

SCOUNDREL TOKEN	LVL	SCOUNDREL TOKEN	LVL
Dice	18	Sand Pouch	46
Glass Blade	27	Bone Dice	50
Loaded Dice	32	Diamond Razor	53
Crystal Edge	36	Brooch	56
Clasp	41	Dust Satchel	59

TEMPLAR RELICS

Throughout your journey, Kormac the Templar can collect holy artifacts of his order—chalices, scriptures, fragments of sacred weapons, and other relics—that lend him purpose and power.

TEMPLAR RELIC	LVL	TEMPLAR RELIC	LVL
Holy Tome	18	Chalice	46
Spear Fragment	27	Libram Spiritus	50
Sacred Text	32	Blade Remnant	53
Blade Shard	36	Saint Tears	56
Martyr Tears	41	Grail	59

POTIONS

Potions are unique draughts—carefully distilled magic liquids, natural remedies, or a combination of the two. When consumed, they can heal wounds.

	ITEM	LVL	EFFECT
	Minor Health Potion	1	Restores 250 Life
	Lesser Health Potion	6	Restores 400 Life
	Health Potion	11	Restores 550 Life
	Greater Health Potion	16	Restores 1000 Life
	Major Health Potion	21	Restores 1600 Life

	ITEM	LVL	EFFECT
	Super Health Potion	26	Restores 2500 Life
	Heroic Health Potion	37	Restores 4500 Life
	Resplendent Health Potion	47	Restores 6500 Life
	Runic Health Potion	53	Restores 9000 Life
	Mythic Health Potion	58	Restores 12,500 Life

PAGES AND TOMES

When you first meet Haedrig the Blacksmith and Covetous Shen the Jeweler, each one is an Apprentice with only a small handful of low-level crafting recipes. However, you can train both artisans to higher ranks—to Journeyman, Adept, Master, and beyond—so that they learn more recipes that produce higher quality items.

This training costs you only gold at first. However, as your artisans reach higher ranks, the training gets more expensive, and you must supplement your gold payments with special training pages or tomes that you find out in the world. Look for slain monsters or smashed loot sources (like chests and barrels) to drop these pages/tomes during your *Diablo III* sojourns.

DYES

Bottles of dye change the color of a single piece of equipment. To apply a color, simply right-click on the dye bottle in your inventory to activate it, then left-click on the item you wish to dye.

	NAME	COLOR/EFFECT	DESCRIPTION
	Aquatic Dye	Light Blue	Sailors from Lut Gholein distill the waters of the Twin Seas and apply the bright blue mixture to their sails in order to blend in and avoid detection by pirates.
	Bottled Cloud	Beige	The gentle wind of the heavens cools the air, infusing the area with a soft glow.
	Bottled Smoke	Dark Gray	An eerie howl emanates from within as creeping shadows spill forth.
	Cardinal Dye	Dark Red	Once reserved only for nobility, this rich red pigment is now donned by both the influential and the courageous.
	Desert Dye	Light Brown	Sandy brown pigment is carried by the merchant caravans of the Dry Steppes to reflect the sun and hide dust.
	Elegant Dye	Fuchsia	The bright magenta colors of the Hezna flower are always a favorite amongst the fashionable elite of Caldeum.
	Forester's Dye	Green	The Wardens of Duncraig wear coats of rich green velvet while patrolling the woods for poachers and wolves.
	Golden Dye	Gold Yellow	Flecks of gold are melted into boiling oil to create a rare pigment used strictly by nobility.
	Summer Dye	Yellow	This bright yellow dye is extracted from spices shipped from Kurast at great expense.
	Winter Dye	Gray	Jars of crushed Veilwood petals are buried in the snow throughout the winter to create this soft white hue.
	Spring Dye	Light Green	Bright green garb is traditionally worn during the Hearth Festival in Bramwell to celebrate the first thaw of springtime.

	NAME	COLOR/EFFECT	DESCRIPTION
	Tanner's Dye	Brown	Leatherworkers use a variety of oils to seal their skins with a rich, natural brown pigment.
	Autumn Dye	Orange	The monks from the Order of Yir crush the first orange leaves of autumn into tea, and apply it to their robes during the Ceremony of the Harvest Moon.
	Ranger's Dye	Yellow Green	Hunters and bandits alike use the bark of the Gorsenna plant to blend in with the rustic green shadows of the forest.
	Royal Dye	Purple	For many years the color purple was forbidden to all citizens of Kingsport outside of the Royal Family.
	Lovely Dye	Pink	Named for the beauty of Queen Asylla, who once had a thousand gowns created in this beautiful pink color as a gift from King Leoric.
	Mariner's Dye	Blue	Officers of vessels navigating the Skovos Isles wear deep blue garments to indicate seniority.
	Abyssal Dye	Black	The inky blackness seems to grow even darker when exposed to the sun, as though it were drinking in the very light that touches it.
	Infernal Dye	Red	The bottle is warm to the touch, seeming to flicker with bright red liquid fire.
	Purity Dye	White	This mysterious mixture seems to make any material it is applied to impossible to soil, swirling and coalescing like a perfect white cloud.
	Vanishing Dye	Renders a single piece of armor invisible	Causes materials to vanish before your very eyes! Be sure not to apply this to your undergarments.
	All Soap's Miraculous Dye Remover	Returns a single piece of armor to its original color	The miraculous, mystical tonic that removes stains, cures rotfoot, and tastes great! It's got what plants crave! Warning: Do Not Drink.

LEGENDARY ITEMS

This is your comprehensive resource of the awesome Legendary weapons, armor, and other equipment in *Diablo III*. These powerful items with unique names are typically loaded with special affixes that make them particularly valuable.

Here's a quick explanation of the table categories for each Legendary item:

Total Affix Count lists how many affixes the Legendary item will have—a guaranteed total.

Bonus Affixes lists how many randomly selected affixes can be "rolled" on the item, up to the Total Affix Count.

Guaranteed Affixes lists the affix types that always will be applied to the Legendary item.

WEAPONS

LEGENDARY DAGGERS

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	BONUS AFFIXES	GUARANTEED AFFIXES
	The Barber	11	4	2	Damage , Crit Hit Damage
	Pig Sticker	33	4	1	Crit Hit Damage, Damage vs Humans, Min/Max Damage
	Kill	55	5	1	Crit Hit Chance, Poison Damage, Life Steal, Attack Speed

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	BONUS AFFIXES	GUARANTEED AFFIXES
	Blood-Magic Blade (C)	60	5	3	Damage vs Elite, Attack Speed
	Wizardspike	60	5	1	Arcane Power On Crit Hit, Intelligence, Arcane Damage, Max Arcane Power, Attack Speed

LEGENDARY CEREMONIAL KNIVES

WITCH DOCTORS ONLY

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	BONUS AFFIXES	GUARANTEED AFFIXES
	Moonslayer	16	5	1	Experience per Kill, Arcane Damage, Min Damage, Max Mana
	Umbral Oath (C)	25	5	2	Cold Damage, Mana Regeneration, Intelligence
	Ziggurat Tooth	41	5	1	Gold Chance, Life Max, Life On Kill, Min/Max Damage
	Anessazi Scalpel	52	5	1	Movement Speed, Poison Damage, Intelligence, Witch Doctor Skill
	The Gidbinn	60	6	1	Damage, Intelligence, Find Magic Items, Min/Max Damage, Max Mana
	Last Breath	60	6	2	Fire Damage, Life Regenerate, Max Mana, Witch Doctor Skill

LEGENDARY SWORDS: ONE-HANDED

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	BONUS AFFIXES	GUARANTEED AFFIXES
	Monster Hunter	21	5	1	Crit Damage, Min/Max Damage, Damage vs Beast, Life Steal
	Wildwood	37	5	2	Experience, Strength, Poison Damage, Increase Random Attribute
	Devil Tongue	42	6	1	Fire Damage, Dexterity, Hatred Regeneration, Bonus Fire Damage
	The Ancient Bonesaber of Zumakalis	45	6	2	Arcane Damage, Dexterity, Life Steal, Kings
	Doombringer	57	5	1	Life, Fire Damage, Life Steal, Increased Damage
	Skycutter	59	6	1	Crit Hit Damage, Vitality, Holy Damage, Damage vs Demons, Bonus Maximum Resource
	Griswold's Masterpiece (C)	60	6	3	Attack Speed, Strength, Knockback
	Sever	60	6	1	Crit Hit Damage, Vitality, Min/Max Damage, Chance to Stun On Hit, Damage vs Demons
	Azurewrath	60	6	2	Cold Damage, Attack Speed, Indestructible

LEGENDARY SWORDS: TWO-HANDED

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	BONUS AFFIXES	GUARANTEED AFFIXES
	The Zweihander	16	5	0	Experience, Strength, Min/Max Damage, Damage, Crit Hit Damage
	Faithful Memory	27	5	1	Holy Damage, Strength/Dexterity, Attack Speed, Thorns
	Scourge	36	5	0	Life Steal, Poison Damage, Increase Random Attribute, Fear On Hit, Life Regenerate
	Blackguard	48	6	2	Damage Bonus, Min/Max Damage, Strength/Dexterity, Crowd Control Reduction
	Blade of Prophecy	55	6	2	Find Magic Items, Life, Lightning Damage, Stun On Hit
	The Sultan of Blinding Sand	58	6	1	Gold, Movement Speed, Blind On Hit, Attack Speed, Fire Damage
	Maximus	60	6	1	Life Steal, Resist All, Vitality, Damage vs Demons, Fire Damage
	The Grandfather	60	7	1	Life, Min/Max Damage, Indestructible, Increased Damage, Damage vs Elites, Increase All Attributes
	Warmonger	60	6	1	Life Steal, Damage, Vitality, Attack Speed, Bleed, Increase Random Attribute

LEGENDARY AXES: ONE-HANDED

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	BONUS AFFIXES	GUARANTEED AFFIXES
	Genzaniku	9	4	0	Experience, Max Damage, Attack Speed, Damage vs Humans
	The Burning Axe of Sankis	22	5	1	Damage Bonus Fire, Fire Damage, Fire Resistance, Hit Life
	The Wedge (C)	39	5	2	Cold Damage, Attack Speed, Damage Reduction Cold
	Flesh Tearer	47	6	2	Attack Speed, Crit Chance, Min/Max Damage, Bleed
	Butcher's Sickle	58	6	2	Strength/Vitality, Min/Max Damage, Crit Hit Damage, Life Steal
	Sky Splitter	60	6	1	Increase Random Attribute, Holy Damage, Attack Speed, Increase Damage, Life Regenerate

LEGENDARY AXES: TWO-HANDED

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	BONUS AFFIXES	GUARANTEED AFFIXES
	The Executioner	16	5	0	Experience, Min/Max Damage, Find Magic Items, Movement Speed, Bleed
	Butcher's Carver	34	5	1	Bleed, Strength, Min/Max Damage, Life On Hit
	Messerschmidt's Reaver	56	6	2	Damage, Fire Damage, Life Regenerate, Increase All Attributes
	Fire Brand (C)	60	6	4	Fire Damage, Fire Resistance
	Skorn	60	6	1	Bleed, Fear On Hit, Increase Random Attribute, Min/Max Damage, Increased Damage

LEGENDARY MACES: ONE-HANDED

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	BONUS AFFIXES	GUARANTEED AFFIXES
	Odyn Son	23	5	2	Vitality, Lightning Damage, Attack Speed
	Echoing Fury	33	6	2	Fear On Hit, Strength, Kings, Min/Max Damage
	Nutcracker	39	6	3	Crit Hit Damage, Min/Max Damage, Stun On Hit
	Telranden's Hand	45	5	1	Intelligence, Attack Speed, Life Steal, Arcane Damage
	Neanderthal	51	5	1	Experience, Stun On Hit, Crit Hit Damage, Min/Max Damage
	Nailbiter	59	6	3	Bleed, Min/Max Damage, Thorns
	Earthshatter (C)	60	6	3	Damage, Weapon Immobilize, Stun On Hit
	Sun Keeper	60	6	1	Find Magic Items, Increase Random Attribute, Holy Damage, Increased Damage, Damage vs Elite

LEGENDARY MACES: TWO-HANDED

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	BONUS AFFIXES	GUARANTEED AFFIXES
	Boneshatter	14	4	2	Crit Hit Chance, Strength
	Crushbane	26	4	1	Attack Speed, Cold Damage, Strength/ Vitality
	Wrath of the Bone King	33	5	1	Increase Damage, Any Two Handed On Hit, Crit Hit Chance, Min/Max Damage
	Skywarden	41	5	1	Attack Speed, Holy Damage, Bleed, Increase Random Attribute
	Cataclysm (C)	52	5	3	Crit Hit Damage, Damage
	Sledge of Athskeleng	58	6	2	Movement Speed, Hit Life, Life Steal, Min/Max Damage
	Schaefer's Hammer	60	6	1	Crit Hit Damage, Lightning Damage, Attack Speed, Bonus Lightning Damage, Life

LEGENDARY POLEARMS

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	BONUS AFFIXES	GUARANTEED AFFIXES
	Pledge of Caldeum	22	4	1	Attack Speed, Fear On Hit, Increase Damage
	Standoff	34	6	3	Life Steal, Vitality, Thorns
	Heart Slaughter	58	5	1	Bleed, Life On Kill, Min/Max Damage, Life
	Vigilance	60	6	2	Attack Speed, Any Two Handed Hit Effect, Holy Damage, Life Steal

LEGENDARY SPEARS

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	BONUS AFFIXES	GUARANTEED AFFIXES
	Scrimshaw	15	5	2	Movement Speed, Increase Random Attribute, Lightning Damage
	Arreat's Law	39	5	2	Crit Hit Chance, Strength, Min/Max Damage
	The 300th Spear	55	6	2	Life Steal, Min/Max Damage, Find Magic Items, Resistance to Melee
	Empyrean Messenger	60	6	2	Holy Damage, Resist All, Damage vs Elite, Increase All Attributes

LEGENDARY BOWS

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	BONUS AFFIXES	GUARANTEED AFFIXES
	Uskang	8	5	2	Experience, Dexterity, Life Steal
	Longshot (C)	19	5	2	Crit Hit Damage, Atack Speed, Min/ Max Damage
	The Raven's Wing	33	6	2	Crit Hit Damage, Life On Kill, Increase Damage, Kings
	Etrayu	41	6	2	Life Steal, Dexterity, Min/Max Damage, Indestructible
	Cluckeye	51	5	1	Kings, Intelligence, Dexterity/ Intelligence, Arcane Damage
	Venomhusk (C)	60	6	3	Damage vs Elite, Poison Damage, Poison Resistance
	Windforce	60	6	1	Increase Damage, Min/Max Damage, Knockback On Hit, Attack Speed, Hatred Regeneration

LEGENDARY CROSSBOWS

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	BONUS AFFIXES	GUARANTEED AFFIXES
	Bakkan Caster	8	6	4	Crit Hit Chance, Attack Speed
	Demon Machine	23	6	3	Increase Damage, Increase Random Attribute, All Resistances
	Buriza-Do Kyanon	40	6	1	Increase Damage, Dexterity, Attack Speed, Cold Damage, Freeze On Hit
	Starspine (C)	57	6	3	Arcane Damage, Attack Speed, Dexterity
	Pus Spitter	59	6	2	Attack Speed, Poison Damage, Poison Bonus Damage, Poison Resistance
	Hellrack	60	6	2	Bleed, Fire Damage, Attack Speed, Damage
	Manticore	60	6	12	Attack Speed, Increase Random Attribute, Poison Damage, Life Steal

LEGENDARY HAND CROSSBOWS

DEMON HUNTER ONLY

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	BONUS AFFIXES	GUARANTEED AFFIXES
	Dawn	31	5	1	increased Damage, Holy Damage, Attack Speed, Dexterity/Vitality
	Deadeye (C)	40	5	3	Damage vs Living Dead, Dexterity
	Izzuccob	56	6	1	Attack Speed, Min/Max Damage, Bleed, Max Discipline, Dexterity/Vitality
	Balefire Caster	58	6	2	Dexterity, Attack Speed, Fire Damage, Stun On Hit
	Calamity	60	6	1	Hatred Regeneration, Damage, Min/Max Damage, Slow On Hit, Attack Speed

LEGENDARY MIGHTY WEAPONS: ONE-HANDED

BARBARIAN ONLY

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	BONUS AFFIXES	GUARANTEED AFFIXES
	Fjord Cutter	26	6	2	Bleed, Strength, Cold Damage, Freeze On Hit, Max Damage,
	Ambo's Pride	46	5	1	Min/Max Damage, Attack Speed, Increase Damage, Bleed
	Harvest Moon (C)	54	5	3	Arcane Damage, Life Steal
	Blade of the Warlord	60	6	2	Attack Speed, Strength, Holy Damage

LEGENDARY MIGHTY WEAPONS: TWO-HANDED

BARBARIAN ONLY

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	BONUS AFFIXES	GUARANTEED AFFIXES
	Unending War (C)	22	5	2	Increase Damage, Life On Kill, Maximum Fury
	Bastion's Revered	35	5	2	Crit Hit Chance, Strength, Cold Damage, Maximum Fury
	The Gavel of Judgment	55	5	2	Life Steal, Holy Damage, Vitality
	Fury of the Vanished Peak	60	6	1	Damage, Any Barbarian Skill, Spending Fury Heals, Strength/Vitality, Fire Damage

LEGENDARY FIST WEAPONS

MONK ONLY

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	BONUS AFFIXES	GUARANTEED AFFIXES
	Crystal Fist	7	6	2	Dexterity, Holy Damage, Vitality, Indestructible
	Rabid Strike	16	6	2	Increase Damage, Poison Damage, Add 1 Socket, Slow On Hit
	Fleshrake	25	6	2	Blind On Hit, Dexterity, Min/Max Damage, Heals When Spending Spirit
	Scarbringer	36	6	2	Damage Over Time, Holy Damage, All Stats Boost, Spirit Regeneration
	Sledge Fist	47	6	2	Crit Hit Damage, Stun On Hit, Min/Max Damage, Kings
	Demon Hand (C)	52	6	3	Fire Damage, Dexterity, Spirit Regeneration
	Logan's Claw	56	6	1	Hit Life, Poison Damage, Life Regeneration, Bleed, Resist All
	Won Khim Lau	60	6	2	Find Magic Items, Dexterity, Bonus Lightning Damage
	The Fist of Az'Turrasq	60	6	2	Damage, Immobilize On Hit, Spirit Regeneration, Min/Max Damage

LEGENDARY DAIBO

MONK ONLY

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	BONUS AFFIXES	GUARANTEED AFFIXES
	Balance	10	5	2	Holy Damage, Spirit Regeneration, Attack Speed
	Lai Yui's Taiji (C)	22	5	2	Dexterity, Attack Speed, Holy Damage
	The Clouds and Moon	37	5	2	Life, Arcane Damage, Attack Speed
	The Paddle	43	5	1	Life Steal, Dexterity, Min/Max Damage, Any Monk Class Skill
	Incense Torch of the Grand Temple	52	5	1	Attack Speed, Dexterity, Spirit Regeneration, Fire Damage
	Rozpedin's Staff (C)	60	6	3	Holy Damage, Heal When Spending Spirit, Spirit Regeneration
	Flying Dragon	60	6	2	Damage, Dexterity, Min/Max Damage, Any Monk Class Skill

LEGENDARY STAVES

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	RANDOM AFFIXES	GUARANTEED AFFIXES
	Autumn's Call	32	6	4	Experience, Vitality, Increased Damage
	The Magi (C)	35	4	2	Arcane Damage, Crowd Control Reduction, Stun On Hit
	The Broken Staff	46	6	3	Find Magic Items, Intelligence, Lightning Damage, Indestructible
	Maloth's Focus	55	6	2	Life Steal, Intelligence, Dexterity/Vitality, Fire Damage
	Wormwood	59	6	3	Fear On Hit, Poison Damage, Intelligence/Vitality
	The Tormentor	60	6	2	Stun On Hit, Intelligence, Arcane Damage, Crit Hit Damage
	The Grand Vizier	60	6	2	Find Magic Items, Fire Damage, Find Gold, Max Arcane Power

LEGENDARY WANDS

WIZARD ONLY

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	RANDOM AFFIXES	GUARANTEED AFFIXES
	Starfire	26	6	3	Damage, Intelligence, Cold Damage
	Blackhand Key	34	6	3	Arcane Damage, Arcane Power On Crit Hit, Any Wizard Class Skill
	Gesture of Orpheus	53	5	1	Attack Speed, Intelligence, Crit Hit Damage, Arcane Damage
	Fragment of Destiny	59	6	2	Attack Speed, Vitality, Min/Max Damage, Any Wizard Class Skill
	Ruinstoke (C)	60	6	3	Damage, Damage vs Elite, Life On Kill
	Slorak's Madness	60	6	1	Crit Hit Damage, Life On Kill, Intelligence, Lightning Damage, Any Wizard Class Skill

OFFHAND

LEGENDARY SHIELDS

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	RANDOM AFFIXES	GUARANTEED AFFIXES
	Wall of Bone (C)	22	4	2	Resistance to Physical Damage, Vitality
	Denial	34	6	2	Increase Life, Damage Reduction, Resistance to Melee Attacks, Crowd Control Reduction
	Centurion	51	6	2	Vitality, Crowd Control Reduction, Chance to Block, Resistance to Missile Attacks
	Lidless Wall	55	6	2	All Resistances, Intelligence, Attack Speed, Damage Reduction
	Ivory Tower	60	6	4	All Resistances, Resistance to Melee Attacks, Life, Regeneration
	Stormshield	60	6	1	All Resistances, Strength, Resistance to Melee Attacks, Chance to Block, Damage vs Elite

LEGENDARY MOJOS

WITCH DOCTOR ONLY

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	RANDOM AFFIXES	GUARANTEED AFFIXES
	Gazing Demise	10	6	2	Life Regeneration, Intelligence, Vitality, Mana Regeneration
	Thing of the Deep	26	6	2	Max Mana, Intelligence, Experience, Life Regeneration
	Bitterness (C)	30	5	3	Crit Hit Chance, Max Mana
	Homunculus	56	6	1	Life, Intelligence, Mana Regeneration, Resist All, Mana Regeneration, Any With Doctor Class Skill
	Uhkapian Serpent	60	6	1	Find Magic Items, Intelligence, Any Witch Doctor Class Skill, Resistance to Melee Attacks, Damage vs Elites

LEGENDARY ORBS

WIZARD ONLY

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	RANDOM AFFIXES	GUARANTEED AFFIXES
	Winter Flurry	10	6	4	Intelligence, Bonus Cold Damage
	Trifecta	39	6	2	Max Arcane Power, Intelligence/Vtality, Freeze On Hit, Any Elemental Damage Bonus
	Singularity (C)	50	6	3	Arcane Power On Crit Hit, Intelligence, Max Arcane Power
	The Oculus	60	6	1	Arcane Power On Crit Hit, All Resistances, Intelligence/Vitality, Any Wizard Class Skill, Find Magic Items

LEGENDARY QUIVERS

DEMON HUNTER ONLY

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	RANDOM AFFIXES	GUARANTEED AFFIXES
	Sin Seekers	8	6	4	Increase Crit Hit Chance, Dexterity
	Fletcher's Pride	20	6	3	Hatred Regeneration, Vitality, Dexterity
	Silver Star Piercers	31	5	2	Dexterity, Find Magic Items, Bleed
	Holy Point Shot	41	5	2	Crit Hit Chance, Dexterity/Vitality, Life On Kill, Any Demon Hunter Class Skill
	Flint Ripper Arrowheads	53	6	2	Crit Hit Chance, Life On Hit, Bleed, Life
	Black Bone Arrows (C)	60	6	4	Crit Hit Chance, Damage vs Elite
	Dead Man's Legacy	60	6	2	Hatred Regeneration, Dexterity, Vitality, Any Demon Hunter Class Skill

ARMOR

LEGENDARY HELMS

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	RANDOM AFFIXES	GUARANTEED AFFIXES
	Broken Crown	16	6	3	Experience, Vitality, Attack Speed
	Leoric's Crown	22	6	3	Crit Hit Chance, Damage Reduction, Life
	Blind Faith	45	6	3	Regeneration, Thorns, Blind on Hit
	Giant Skull	52	6	3	Strength, Damage Reduction, Knockback on Hit
	Andariel's Visage	58	6	2	Crit Hit Chance, Attack Speed, Poison Resistance, Increase Random Attribute
	Mempo of Twilight	60	6	3	Life, Attack Speed, Crowd Control Reduction
	The Helm of Command (C)	60	6	4	Chance to Block, Vitality

LEGENDARY GLOVES

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	RANDOM AFFIXES	GUARANTEED AFFIXES
	Magefist	16	6	2	Experience, Intelligence, Attack Speed, Regenerate Life
	Frostburn Gauntlets	22	6	3	Damage Reduction, Life On Hit, Increase Random Class Max Resource
	Pendergrasps (C)	33	5	3	Crowd Control Reduction, Crit Hit Chance
	Tasker and Theo	37	6	2	Find Magic Items, Vitality, Damage Reduction, Attack Speed
	Stone Gauntlets	55	6	2	Damage Reduction, Strength, Stun On Hit, indestructible
	Gladiator Gauntlets	60	6	3	Damage Reduction, Life On Hit , Crowd Control Reduction

LEGENDARY BOOTS

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	RANDOM AFFIXES	GUARANTEED AFFIXES
	The Crudest Boots	3	6	3	Movement Speed, Vitality, Regenerate Life
	Lut Socks	18	6	2	Find Magic Items, Movement Speed, Find Gold, Gold Pickup Radius
	Boj Anglers	39	5	1	Movement Speed, Attack Speed, Crowd Control Reduction, Increase Random Attribute
	Lost Boys (C)	50	6	3	Experience, Movement Speed, Thorns
	Ice Climbers	60	6	2	Cold Damage Resistance, Thorns, Life, All Resistances
	Fire Walkers	60	6	2	Movement Speed, Fire Resistance, Resistance Against Melee Attacks, Increases a Random Attribute

LEGENDARY BELTS

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	RANDOM AFFIXES	GUARANTEED AFFIXES
	Vigilante Belt	5	6	3	Experience, Life On Hit, Regenerate Life
	Witching Hour	16	6	3	Crit Hit Damage, Intelligence, Attack Speed
	Quick Draw Belt (C)	25	5	3	Attack Speed, Thorns
	Goldwrap	31	5	1	Find Magic Items, Damage Reduction, Find Gold, Attack Speed
	Saffron Wrap	41	6	3	Life, Crowd Control Reduction, Increases a Random Attribute
	String of Ears	52	6	2	Life Steal, Damage Reduction, Life On Hit, Reduced Damage from Melee Attacks
	Angel Hair Braid	55	6	2	Life, All Resistances, Indestructible, Increases a Random Attribute
	Hellcat Waistguard	60	6	2	Regenerate Life, Vitality, Fire Resistance, Increases a Random Class Max Resource

LEGENDARY BRACERS

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	RANDOM AFFIXES	GUARANTEED AFFIXES
	Steady Strikers	8	6	3	Attack Speed, Damage Reduction, Life On Hit
	Gungdo Gear	23	6	3	Crowd Control Reduction, Life, All Resistances
	Slave Bonds	33	6	3	Strength/Vitality, Movement Speed, Life On Kill
	Lacuni Prowlers	52	6	3	Attack Speed, Movement Speed, Thorns
	Promise of Glory	58	6	3	Crit Hit Chance, Find Magic Items, Increases a Random Attribute
	Wondrous Deflectors (C)	60	6	3	Resistance to Missile Attack Regenerate Life, Thorns
	Strongarm Bracers	60	6	2	Crit Hit Chance, Increase a Random Attribute, Damage Reduction

LEGENDARY CHEST ARMOR

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	RANDOM AFFIXES	GUARANTEED AFFIXES
	Aquila Cuirass	15	5	2	Find Magic Items, Vitality, Regenerate Life
	Heart of Iron	27	5	1	Life On Hit, All Resistances, Damage Reduction
	Chainmail	36	5	2	Life, Increases Random Attribute, All Resistances
	Cindercoat	54	6	3	Life, Fire Resistance, Thorns
	Goldskin	58	6	2	Gold, Resistance to Melee Attacks, All Resistances, Damage Reduction
	Robes of the Rydraelm (C)	60	6	3	Resistance to Missile Attacks, Find Magic Items
	Tyrael's Might	60	6	2	Movement Speed, Increases Random Attribute, All Resistances, Damage vs Elite

LEGENDARY SHOULDERS

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	RANDOM AFFIXES	GUARANTEED AFFIXES
	Barter Town Pads	41	6	2	Find Magic Items, Damage Reduction, Gold, Strength/Dexterity
	Death Watch Mantle	52	6	2	Experience, Damage Reduction, Regenerate Life, Life On Kill
	Seven Sins (C)	60	6	4	Increases All Attributes, Resist Arcane Damage
	Vile Ward	60	6	2	Regenerate Life, Damage Reduction, All Resistances, Vitality

LEGENDARY PANTS

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	RANDOM AFFIXES	GUARANTEED AFFIXES
	Poxy Pantaloons	9	6	3	Regenerate Life, Damage Reduction, Experience
	Hammer Jammers	41	6	3	Gold, Vitality, Movement Speed
	Swamp Land Waders	52	6	2	Damage Reduction, Poison Resistance, Resistance to Melee Attacks, Crowd Control Reduction
	Gehennas (C)	60	6	3	Damage Reduction, Fire Resistance, Find Magic Items
	Depth Diggers	60	6	2	Gold, All Resistances, Find Magic Items, Increase a Random Attribute

LEGENDARY SPIRIT STONES

MONK ONLY

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	RANDOM AFFIXES	GUARANTEED AFFIXES
	See No Evil	10	6	3	Regenerate Spirit, Vitality, Experience
	Gyana Na Kashu	18	6	3	Life, Find Magic Items, Spirit Regeneration
	The Mind's Eye	33	6	3	Attack Speed, Dexterity, Any Monk Class Skill
	Urlang Shen	45	6	3	Dexterity/Vitality, Spirit Regeneration, Crowd Control Reduction
	Bezoar Stone	53	6	2	Life, Thorns, Bleed, Any Monk Class Skill
	The Eye of the Storm	56	6	2	All Resistances, Dexterity, Bonus Lightning Damage, Spirit Regeneration
	Tzo Krin's Gaze	60	6	2	Life, Vitality, Attack Speed, Spirit Regeneration
	Madstone	60	6	1	Regenerates Life, Dexterity, All Resistances, Any Monk Class Skill

LEGENDARY VOODOO MASKS

WITCH DOCTOR ONLY

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	RANDOM AFFIXES	GUARANTEED AFFIXES
	Split Tusk	10	6	3	Experience, Max Mana, Regenerate Life
	Quetzecoatl	26	6	3	Mana Regeneration, Intelligence, Attack Speed
	Tiklandian Visage	33	6	2	Regenerate Life, Intelligence, Poison Resistance, Experience
	The Grin Reaper	57	6	2	Life On Kill, Find Magic Items, Max Mana, All Resistances
	Visage of Giyua	60	6	2	Life, Intelligence, Mana Regeneration, Any With Doctor Class Skill

LEGENDARY WIZARD HATS

WIZARD ONLY

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	RANDOM AFFIXES	GUARANTEED AFFIXES
	The Swami	39	6	3	Gold, Vitality, All Resistances
	Dark Mage's Shade	57	6	2	Crit Hit Chance, Intelligence/Vitality, Crowd Control Reduction, Any Wizard Class Skill
	Storm Crow	60	6	2	Increase Arcane Power on Critical Hit, Increase All Attributes, Life On Hit, Bonus Lightning Damage

LEGENDARY CLOAKS

DEMON HUNTER ONLY

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	RANDOM AFFIXES	GUARANTEED AFFIXES
	Cape of the Dark Night	26	6	3	Life, Dexterity, All Resistances
	Beckon Sail	53	6	2	Life, Dexterity, Attack Speed, Increase Crit Hit Chance
	The Inquisitor	60	6	2	Dexterity, All Resistances, Regenerates life, Any Demon Hunter Class Skill

LEGENDARY MIGHTY BELTS

BARBARIAN ONLY

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	RANDOM AFFIXES	GUARANTEED AFFIXES
	Girdle of Giants	18	6	2	Attack Speed, Strength, Damage Reduction, Max Fury
	The Undisputed Champion	26	6	3	Heal When Spending Fury, Strength, All Resistances
	Kotuur's Brace	33	6	2	Max Fury, Damage Reduction, Strength, Block Chance
	Pride of Cassius	45	6	2	Movement Speed, Attack Speed, Resistance to Melee Attacks, Increase Crit Hit Chance

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	RANDOM AFFIXES	GUARANTEED AFFIXES
	Dread Iron	53	6	2	Experience, Damage Reduction, Resistance to Missile Attacks, Indestructable
	Thunder God's Vigor	56	6	2	Reduced Lightning Damage, Damage Reduction, Strength, Vitality
	Ageless Might	60	6	2	All Resistances, Vitality, Thorns, Resistance to Melee Attacks
	Lamentation	60	6	2	Increase Crit Hit Chance, Strength, Life Steal, Any Barbarian Class Skill

JEWELRY

LEGENDARY AMULETS

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	RANDOM AFFIXES	GUARANTEED AFFIXES
	Eye of Etlich	12	6	3	Find Magic Items, Vitality, Life On Hit
	Moonlight Ward	20	6	3	Life, Dexterity, Attack Speed
	Squirt's Necklace	24	6	4	Gold, Find Magic Items
	Rondal's Locket	31	6	3	Life, Health Globe Bonus, Experience
	Talisman of Aranoch	37	5	1	Movement Speed, Fire Resistance, Bonus Fire Damage, Increases a Random Attribute
	The Murlocket	45	6	2	All Resistances, Intelligence, Poison Damage, Movement Speed
	Holy Beacon	51	6	2	Spirit Regeneration, Dexterity, Holy Damage

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	RANDOM AFFIXES	GUARANTEED AFFIXES
	The Flavor of Time	55	6	2	Attack Speed, Vitality, Movement Speed, Crowd Control Reduction
	Kymob's Gold	58	6	2	Knockback On Hit, Strength, Life, Life On Hit
	Ouroboros	60	6	2	Crit Hit Chance, Min/Max Damage, Life On Hit, Increases a Random Attribute
	The Star of Azkaranth	60	6	2	Bleed, Vitality, Damage vs Elite, Any On-Hit Effect
	Mara's Kaleidoscope	60	6	2	All Resistances, All Attributes Increased, Resistance to Missile Attacks, Resistance to Melee Attacks
	Xephirian Amulet	60	6	3	Find Magic items, Gold, Regenerate Life

LEGENDARY RINGS

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	RANDOM AFFIXES	GUARANTEED AFFIXES
	Nagelring	9	6	3	Find Magic Items, Thorns, Min/Max Damage
	Leoric's Signet	14	6	3	Increase Crit Hit Chance, Increase a Random Attribute, Attack Speed
	Manald Heal	17	6	3	Life, Intelligence, Regenerate Life
	Stolen Ring	21	6	3	Gold, Dexterity, Find Magic Items
	Band of Untold Secrets	30	6	2	Movement Speed, Vitality, Indestructible, Attack Speed
	Broken Promises	35	5	1	Bleed, Thorns, Fear On Hit, Damage Reduction
	Puzzle Ring	40	6	3	All Resistances, Increases All Attributes, Any Elemental Damage Bonus
	Unity	44	5	1	Adds 1 Socket, Life On Hit, Gold, Movement Speed
	Justice Lantern	50	6	2	Crowd Control Reduction, Vitality, Damage Reduction, Chance to Block

	ITEM (C) = CRAFTED	LVL REQ	TOTAL AFFIX COUNT	RANDOM AFFIXES	GUARANTEED AFFIXES
	Obsidian Ring of the Zodiac	54	6	2	All Resistances, Increases All Attributes, Indestructible, Attack Speed
	Eternal Union	58	6	2	Life, Resistance to Melee Attack, Vitality, Increase a Random Attribute
	Bul-Kathos's Wedding Band	58	6	2	Life, Strength, Life On Hit, Crit Hit Damage
	Band of Hollow Whispers	60	6	2	All Resistances, Vitality, Resistance to Missile Attacks, Life On Hit
	Heirophant's Seal	60	6	2	Life, Damage Reduction, Attack Speed, Damage vs Demons
	Skull Grasp	60	6	2	Life On Hit, Increase Crit Hit Chance, Damage vs Elite, Increase a Random Attribute
	Oculus Ring	60	6	2	Vitality, Intelligence, All Resistances, Find Magic Item
	Stone of Jordan	60	6	3	Increase Random Class Max Resource, Find Magic Item, Gold

SPECIAL ITEM SETS

As you move through the game, you can find or craft special items that work together as a set. Marked with green lettering, these items are each powerful in their own right. But if you equip them at the same time, they add additional enhancements to your character's stats.

FOUND SET	ITEM	TYPE	LVL REQ	TOTAL AFFIXES	RANDOM AFFIXES	GUARANTEED AFFIXES	SET ITEM BONUSES
BUL-KATHOS' CHILDREN	Bul-Kathos' Sacred Charge	1H Mighty Weapon	60	5	1	Attack Speed, Holy Damage, Critical Damage, Knockback on Hit	2 pieces: Strength, Maximum Fury
	Bul-Kathos' Tribal Guardian			5	1	Damage vs Elite, Strength, Holy Damage, Bleed	
DANETTA'S OATH	Danetta's Rage	Hand Crossbow	60	5	1	Maximum Discipline, Min/Max Damage, Life Steal, Damage vs Demons	2 pieces: Dexterity, Increases Damage vs Elite
	Danetta's Fury			5	1	Regenerates Hatred, Min/Max Damage, Dexterity, Damage vs Living Dead	
CHANTODO'S LEGACY	Chantodo's Sacred Protector	Wand	60	5	1	Attack Speed, Intelligence, Increase Power on Crit Hit, Fire Damage	2 pieces: Resistance to All Elements, Regenerates Life
	Chantodo's Elemental Seal	Orb		5	1	Life, Any Wizard Class Skill, Max Arcane Power, Life On Hit	
SHENLONG'S DEFENSE	Shenlong's Endless Wave	1H Fist Weapon	60	5	1	Attack Speed, Movement Speed, Lightning Damage, Regernates Spirit	2 pieces: Dexterity, Increases Spirit Regeneration
	Shenlong's Crashing Tide			5	1	Increase Crit Hit Chance, Dexterity, Heal When Spending Spirit, Lightning Damage	
MANAJUMA'S RITUAL	Manajuma's Ritual Cutter	Ceremonial Dagger	60	5	1	Find Magic Items, Intelligence, Life Steal, Poison Damage	2 pieces: Intelligence, Mana On Kill
	Manajuma's Ritual Prize	Mojo		5	1	Max Mana, Fear on Hit, Life, Any Witch Doctor Class Skill	
NATALYA'S WRATH	Natalya's Gaze	Helm	60	5	2	Dexterity, Fear On Hit, Damage Reduction	2 pieces: Increased Crit Hit Chance 3 pieces: Dexterity 4 pieces: Increases Discipline Regeneration 5 pieces: N/A
	Natalya's Redemption	Hand Crossbow		6	2	Damage, Cold Damage, Increase Critical Hit Chance, Attack Speed	
	Natalya's Shadow	Cloak		5	1	Dexterity/Vitality, Any Demon Hunter Skill, Life, Adds 3 Sockets	
	Natalya's Mark	Ring		5	2	Regenerates Life, Dexterity, Attack Speed	
	Natalya's Soul	Boots		5	1	All Resistances, Resistance to Melee Attacks, Movement Speed, Damage Reduction	
IMMORTAL KING	Immortal Kings' Will	Helm	60	5	1	Adds 1 Socket, Damage Reduction, Find Magic Item, Gold	2 pieces: Resistance to All Elements 3 pieces: Reduces Damage From Melee Attacks 4 pieces: N/A 5 pieces: Maximum Fury, Spending Fury Increases Life
	Immortal Kings' Stone Crusher	2H Mighty Weapon		6	1	Attack Speed, Damage vs Demons, Min/Max Damage, Indestructible, Any Barbarian Class Skill	
	Immortal Kings' Soul Cage	Chest Armor		5	1	All Resistances, Vitality, Regenerates Life, Damage Reduction	
	Immortal Kings' Detail	Barbarian Belt		5	1	Life, Strength, All Resistances, Any Barbarian Class Skill	
	Immortal Kings' Forge	Gloves		5	1	Strength/Dexterity, Stun On Hit, Regenerates Life, Resistance to Melee Attacks	
	Immortal Kings' Pillar	Boots		5	1	Find Magic Item, Vitality, Crowd Control Reduction, Movement Speed	
TAL RASHA'S WRAPPINGS	Tal Rasha's Lidless Eye	Orb	60	5	1	Increase Arcane Power On Crit Hit, Intelligence, Any Wizard Class Skill, Vitality	2 pieces: Fire Damage 3 pieces: Lightning Damage 4 pieces: Cold Damage
	Tal Rasha's Horadic Crest	Helm		5	1	Fing Magic Item, Intelligence, Vitality, Damage Reduction	
	Tal Rasha's Guardianship	Chest Armor		5	1	All Resistances, Damage Reduction, Find Magic Item, Attack Speed	
	Tal Rasha's Fine-Spun Cloth	Barbarian Belt		5	2	Find Magic Item, Damage Reduction, Intelligence	
	Tal Rasha's Adjudication	Amulet		5	1	Lightning Resistance, Vitality, Any Elemental Damage Bonus, Intelligencr	
INNA'S MAJESTY	Inna's Splendor	Spirit Stone	60	5	1	Regenerate Spirit, Damage Reduction, Any Monk Class Skill, Dexterity/Vitality	2 pieces: Dexterity 3 pieces: Increases Spirit Regeneration 4 pieces: Spending Spirit Increases Life 5 pieces: N/A
	Inna's Justice	2H Combat Staff		5	1	Attack Speed, Dexterity, Any Monk Class Skill, Min/Max Damage	
	Inna's Refuge	Chest Armor		5	1	All Resistances, Resistance to Melee Attacks, Life, Find Magic Item	
	Inna's Blessing	Belt		5	1	Bonus Holy Damage, Damage Reduction, Crowd Control Reduction, All Resistances	
	Inna's Glory	Pants		5	1	Increase Crit Hit Chance, Vitality, Attack Speed, Movement Speed	
ZUNIMASSA'S SPIRIT	Zunimassa's Attunement	Voodoo Mask	60	5	1	Life, Fear On Hit, Any Witch Doctor Class Skill, Max Mana	2 pieces: Intelligence 3 pieces: Resistance to All Elements 4 pieces: Mana On Kill 5 pieces: N/A
	Zunimassa's Ferocity	Chest Armor		5	1	Intelligence/Vitality, Intelligence, All Resistances, Crowd Control Reduction	
	Zunimassa's Vessel	Mojo		6	2	Regenerates Mana, Intelligence, Damage vs Elite, Any Witch Doctor Class Skill	
	Zunimassa's Plague	Ring		5	2	All Resistances, Intelligence, Life	
	Zunimassa's Journey	Boots		5	2	Attack Speed, Movement Speed, Poison Damage	
BLACKTHORNE'S VENGEANCE	Blackthorne's Medal	Amulet	60	6	2	Bleed, Life On Hit, Attack Speed, Life	2 pieces: Vitality 3 pieces: Increases Damage vs Elite 4 pieces: Extra Gold from Monsters, Find Magic Items 5 pieces: N/A
	Blackthorne's Boots	Boots		6	2	Regenerates Life, Damage Reduction, Movement Speed, Damage Reduction vs Elite	
	Blackthorne's Jacket	Chest Armor		6	2	Crowd Control Reduction, Vitality, Resistance to Missile Attacks, All Resistances	
	Blackthorne's Scabbard	Belt		6	2	Regenerates Life, Increases a Random Attribute, Gold, Damage Reduction	
	Blackthorne's Breeches	Pants		6	2	Life, Increases All Attributes, Find Magic Item, Life On Hit	
ENDLESS JOURNEY	Spirit of Adventure	Amulet	60	6	2	Find Magic Items, Thorns, Life, Regenerates Life	2 pieces: Vitality, Increased Crit Hit Damage
	Wanderlust	Ring		6	2	Find Magic Items, Movement Speed, Regenerates Life, Crowd Control Reduction	
LEGACY OF NIGHTTIME WHISPERS	Screaming Chain	Ring	60	6	2	Increase Damage vs Elite, Increases a Random Attribute, Bleed, Regenerates Life	2 pieces: Extra Gold from Monsters, Find Magic items
	Band of Fallen Heroes	Ring		6	2	Damage Reduction vs Elite, Vitality, All Resistances, Regenerates Life	

CRAFTED SET	ITEM	TYPE	LVL REQ	TOTAL AFFIXES	RANDOM AFFIXES	GUARANTEED AFFIXES	SET ITEM BONUSES
BORN'S AEGIS (C)	Born's Carapace	Chest Armor	20	5	3	Damage Reduction, Vitality	2 pieces: Life, Monster Kills Grant Experience 3 pieces: N/A
	Born's Pauldrons	Shoulders		4	2	Damage Reduction, Regenerates Life	
	Born's Seething Rage	1H Sword		4	2	Increase Crit Hit Chance, Lightning Damage	
CAIN'S HONOR (C)	Cain's Laurel	Helm	22	6	3	All Attributes Increased, Increase Crit Hit Chance, Find Magic Items	2 pieces: Attack Speed 3 pieces: Find Magic Items 4 pieces: N/A
	Cain's Raiment	Pants		5	3	Chance to Find Health Globes, Regenerates Life	
	Cain's Warmers	Gloves		4	2	Increase Crit Hit Chance, Life on Kill	
	Cain's Slippers	Boots		4	2	Regenerates Life, Movement Speed	
CAPTAIN CRIMSON'S UNIFORM (C)	Captain Crimson's Deck Boots	Boots	30	4	2	Resistance Against Physical Damage, Regenerates Life	2 pieces: Regenerates Life 3 pieces: Resistance to All Elements
	Captain Crimson's Brace	Belt		4	2	Regenerates Life, Thorns	
	Captain Crimson's Codpiece	Pants		5	3	Chance to Block, Attack Speed	
AUGHILD'S DOMINION (C)	Aughild's Triumph	Shoulders	41	5	2	Damage Reduction, Experience, Vitality	2 pieces: Reduces Damage From Melee Attacks 3 pieces: Reduces Damage From Ranged Attacks 4 pieces: N/A
	Aughild's Demands	Bracers		5	2	Increase Crit Hit Chance, Damage Reduction, Vitality	
	Aughild's Vestments	Chest Armor		6	4	Damage Reduction, Regenerates Life	
	Aughild's Brow	Helm		5	2	Increase All Attributes, Damage Reduction, Find Magic Items	
ASHEARA'S BINDINGS (C)	Asheara's Vigilance	Shoulders	52	5	2	Gold, Resist Poison Damage, Intelligence	2 pieces: Resistance to All Elements 3 pieces: Damage Dealt is Converted to Life, Melee Attackers Take 300 Holy Damge per Hit 4 pieces: N/A
	Asheara's Clasp	Gloves		5	2	Resist Arcane Damage, Find Magic Items, Strength	
	Asheara's Cradle	Pants		5	2	Resist Cold Damage, Experience, Vitality	
	Asheara's Lock	Boots		5	2	Resist Fire Damage, Attack Speed, Dexterity	
GUARDIAN'S VIGILANCE (C)	Guardian's Bands	Bracers	55	4	2	Resistance to Missile Attacks, Knockback on Hit	2 pieces: Vitality, Regenerates Life 3 pieces: N/A
	Guardian's Scabbard	Belt		4	2	Damage Reduction, Resistance to Physical Damage	
	Guardian's Watch	Helm		5	3	Fear on Hit, All Resistances	
DEMON'S CARCASS (C)	Demon's Cage	Chest Armor	60	6	5	Resistance to Fire Damage	2 pieces: Melee Attackers Take 999 Fire Damage per Hit 3 pieces: Chance to Fear On Hit 4 pieces: Increase Damage to Demons 5 pieces: N/A
	Demon's Binding	Belt		5	4	Resistance to Fire Damage	
	Demon's Flesh	Pants		6	5	Resistance to Fire Damage	
	Demon's Wings	Shoulders		6	5	Resistance to Fire Damage	
	Demon's Manacles	Bracers		4	3	Resistance to Fire Damage	
SAGE'S REFUGE (C)	Sage's Grasp	Gloves	60	6	3	Increase Crit Hit Chance, Damage Reduction, Vitality	2 pieces: Strength, Dexterity, Intelligence, Vitality 3 pieces: N/A
	Sage's Seekers	Boots		6	3	Damage Reduction, All Resistances, Movement Speed	
	Sage's Stones	Helm		6	3	Crowd Control Reduction, Damage Reduction, Find Magic Items	
HALLOWED ARMAMENTS (C)	Hallowed Barrier	Shield	60	6	3	All Resistances, Stun on Hit, Chance to Block	2 pieces: Resistance to All Elements, Increases Attack Speed 3 pieces: N/A 4 pieces: N/A 5 pieces: N/A
	Hallowed Avenger	1H Mighty Weapon		6	3	Increase Damage, Max Fury, Strength,	
	Hallowed Rod	Wand		6	3	Intelligence, Increase Arcane Power on Crit Hit, Increase Damage	
	Hallowed Sacrifice	Ceremonial Dagger		6	3	Increase Damage, Regenerates Mana, Intelligence	
	Hallowed Avenger	Hand Crossbow		6	3	Increase Damage, Regenerates Hatred, Dexterity	
	Hallowed Touch	1H Fist Weapon		6	3	Dexterity, Heal When Spending Spirit, Regenerates Spirit	
	Hallowed Divide	1H Axe		6	3	Crit Hit Damage, Increase Damage, Attack Speed	

THE DENIZENS OF HELL

PHROI

INTRODUCTION

Heroes fight better when they know their enemies well. Many, many monsters roam the haunted halls and killing fields of *Diablo III*. Our A-to-Z Bestiary listing gives you an accounting of each hellish species, its variants, and its basic capabilities.

But before we examine individual monster types, let's review some general monster characteristics. As we do, keep in mind that *Diablo III* is a game of variance, chance, and randomization. Aside from boss battles, few things about how enemies present themselves are set in stone.

MONSTER RANKS

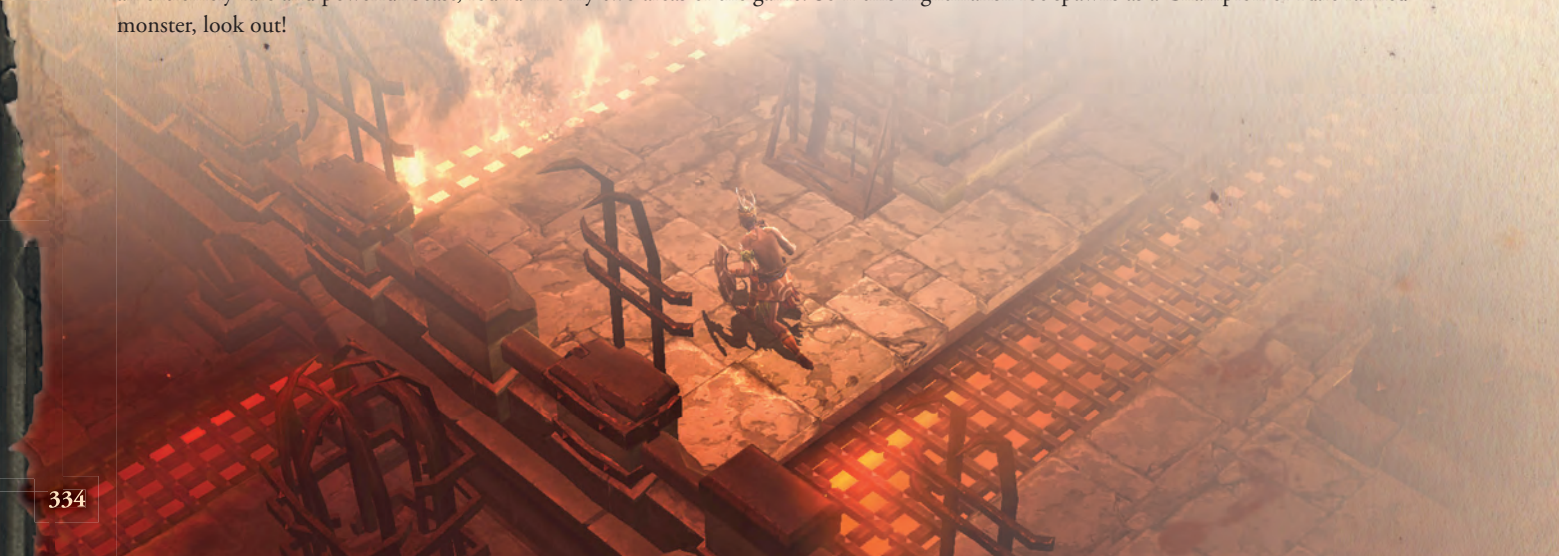
Almost every monster you face in *Diablo III* is randomly generated, meaning that combat in most areas will be somewhat different each time you play through—different enemies spawning in different spots. One part of this randomization is the monster rank system.

Many enemies have a chance to spawn as Normal, Champion, or Rare monsters. As these names suggest, Normal monsters are your standard, everyday rank and have the greatest percentage chance of appearing. Champions are tougher and appear far less frequently; Rares are tougher still and appear, yes… rarely.

Normal

Monsters of the Normal rank represent the bulk of hell's horde in *Diablo III*—these foul troops comprise more than 98 percent of the enemies you face in the game. Each Normal monster type has a basic set of stats and abilities that you can review in our Bestiary tables.

Note that "Normal" only refers to the monster's rank in relation to higher-level versions of itself (Champion or Rare). A monster of the so-called "Normal" rank may actually be quite remarkable. For example, the Normal-rank version of the fearsome Enslaved Nightmare is an extremely rare and powerful beast, found in only two areas of the game. So if this nightmarish foe spawns as a Champion or Rare ranked monster, look out!



Champion

Champion monsters are simply bigger, tougher versions of Normal monster types. The chance that a monster type will spawn as Champion rank rather than Normal is lower, but trust us, you'll see your share of Champions. They're easy to identify: they glow blue, and their pop-up info box features blue lettering when you mouse over the creature. Keep in mind that Champions typically travel in small packs, making their appearances even more threatening.

The Champion version of a monster type is always the same level as the Normal version and earns you the same XP for defeating it. However, Champions have significantly higher damage and health stats than their Normal versions, making them more lethal and tougher to kill. So what's the reward for defeating Champion foes? Well, chances are very good that they'll drop more and better loot when they die than Normal monsters.

Champions always have special monster traits (see our Monster Traits section in this chapter) that give them abilities and powers unseen in their Normal cousins. Any such traits are listed directly under the monster's health bar that appears at the top of the screen when you mouse over that creature. If you encounter a pack of Champions, be ready for a difficult fight.

Rare

Rare monsters are also bigger versions of Normal monster types, but they're even tougher and deadlier than the Champion rank. Rares glow yellow and feature yellow lettering in their pop-up info box. Each Rare monster also has a distinct, randomly generated name that often includes an appellation, such as "Eydolonn the Revenant" or "Tyrant Foulspawn." Rares tend to drop an awesome pile of loot when they die.

Aside from their boosted health and damage stats, Rare monsters also spawn with special traits (see our Monster Traits section in this chapter) that give them abilities and powers well beyond those of their Normal cousins. These traits are listed directly under the monster's health bar that appears at the top of the screen when you mouse over that creature. Each Rare monster also arrives with an escort of special minions that sometimes share the special traits of their "parent" monster.

Minion

Minions are Normal monsters with boosted stats that escort any Rare monster that appears. Minions are the same level as their "parent" Rare monster, and typically feature higher HP and damage ratings than their Normal relatives. In many cases, minions also share the special monster traits of their "parent" Rare monster.

Unique

We don't cover Unique monsters in our Bestiary. They appear at specific points in the main story, so we provide info about them at the appropriate place in our Quest Guide. Each Unique features purple lettering in its pop-up info box and has a special subtitle—for example, the Moontooth Dreadshark you may encounter in the sewers of Caldeum is also known as "The Shadowswimmer." Think of Uniques as "special actors"—hand-picked enemies placed in an area to create a sub-event that adds flavor or drives the story.

Note that although Unique monsters are sometimes very tough opponents, their purpose isn't necessarily to create a more difficult combat challenge. In fact, sometimes Unique monsters are actually *less* powerful than the Normal version of their monster type.

Also note that in many cases, where Unique monsters appear is still somewhat randomized. For example, The Old Man, a Unique version of the Wood Wraith, always appears in the Fields of Misery in Act 1, but his exact spawning location within those fields can be different for each playthrough. So it is possible to miss some of the Unique monsters as you move through the maps.

MONSTER TRAITS

The non-Normal monsters encountered in *Diablo III*—i.e., Champion, Rare, and minion monsters—almost always spawn with special powers or "traits" that make them more dangerous. The game's design team refers to these traits as "affixes" because they're added as modifier terms directly under the monster's health bar that appears at the top of the screen when you mouse over a creature.

The following is a list of all possible monster traits in the original version of *Diablo III*. Note that monsters that spawn with traits at level 14 or higher will have more than one trait affixed.

Arcane Enchanted

Monsters imbued with the Arcane Enchanted trait can summon a deadly purple beam. These beams rotate in a withering circle of pain that inflicts Arcane damage.

MONSTER LEVEL MINIMUM	31
AVAILABLE TO	All
DAMAGE TYPE	Arcane
ADDITIONAL RESISTANCES	Arcane

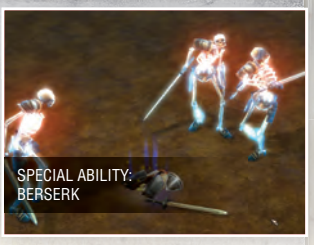
- Arcane Enchanted monsters spawn a glowing, orb-like source every few seconds. This source emits a purple Arcane beam that rotates for a brief time.
- If the Hero walks through the beam or the source, he suffers Arcane damage.

SPECIAL ABILITY: ARCANE BEAMS

Avenger

Only Champion monsters can spawn with the Avenger trait. When a Champion group imbued with Avenger arrives, the death of each group member imbues the remaining Champions with added powers as they wreak their frenzied vengeance on the Hero.

- When a Champion bearing the Avenger affix falls, all remaining Avengers gain increased movement speed, attack speed, and damage inflicted until they are killed.
- This effect stacks 3+ times, growing greater in the avenging survivors as each Champion is killed.


SPECIAL ABILITY: BERSERK

MONSTER LEVEL MINIMUM	51
AVAILABLE TO	Champions Only
DAMAGE TYPE	Standard
ADDITIONAL RESISTANCES	None

Desecrator

Monsters with the Desecrator trait can conjure a deadly void directly underneath the Hero. Desecrator monsters are granted no new resistances, and the standard damage they deal is not modified.

- The Desecrator creates a glowing void zone beneath the targeted Hero.
- The void zone inflicts periodic damage to any Hero standing within its radius.
- Once cast, void zones are locked in place. To escape a zone, just walk away from it. The zones disappear after a short time.
- Minions that accompany a Desecrator cannot create void zones themselves.

SPECIAL ABILITY: VOID ZONE

MONSTER LEVEL MINIMUM	22
AVAILABLE TO	Rare, Champion
DAMAGE TYPE	Physical
ADDITIONAL RESISTANCES	None

Electrified

Electrified monsters are granted Lightning resistance and deal Lightning damage when attacking. The Electrified trait also gives the monster a special Lightning-based ability. The trait is available to all Champion and Rare/Minion monsters above level 26.

- When you hit an Electrified monster, it spews charged bolts of Lightning in multiple directions.
- If a charged bolt strikes the Hero or allies, it deals Lightning damage.
- Remember that minions of an Electrified Rare monster are Electrified, too, and also emit charged bolts when hit.

MONSTER LEVEL MINIMUM	26
AVAILABLE TO	All
DAMAGE TYPE	Lightning
ADDITIONAL RESISTANCES	Lightning

Extra Health

This trait bestows the imbued monster with extra HP. Only monsters at level 31 or above can acquire the Extra Health trait. Extra Health is available to Champion, Rare, and Minion monsters.

- Extra Health monsters start with 150% of their normal health.
- Note that this affix is available to minions of an Extra Health monster.

MONSTER LEVEL MINIMUM	31
AVAILABLE TO	All
DAMAGE TYPE	N/A
ADDITIONAL RESISTANCES	None

Fast

This trait speeds up monsters, making them run, attack, and cast magic faster. All Champion and Rare/Minion monsters at level 31 or above can acquire the Fast trait. Monsters imbued with Fast are granted no additional resistances, nor do their attacks inflict extra damage.

MONSTER LEVEL MINIMUM	31
AVAILABLE TO	All
DAMAGE TYPE	N/A
ADDITIONAL RESISTANCES	None

- Fast-imbued monsters have their running speed increased by 40%.

- Fast-imbued monsters have their attack speed increased by 20%.

- Fast-imbued monsters have their spell-casting speed increased by 10%.

Fire Chains

This trait extends burning chains between Champion monsters that spawn in as a group linked with the Fire Chains affix. (The trait is applied to the entire linked group.)

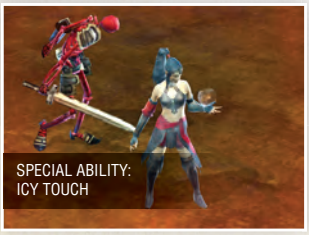
MONSTER LEVEL MINIMUM	31
AVAILABLE TO	Champions only
DAMAGE TYPE	Standard
ADDITIONAL RESISTANCES	None

- Fire Chains extend and dissolve repeatedly between the members of the linked Champion group.
- The Hero suffers damage if he touches or even gets near one of the fiery links.

Frozen

Frozen-imbued monsters inflict Cold damage with their attacks and have strong Cold resistance. They also wield a pair of Cold-based special attacks.

- Frozen-imbued monsters inflict a slowing effect when they hit you with basic attacks.
- The Hero turns a light shade of blue for a short time when affected.
- During this period, your movement speed is reduced by about 50 percent. The effect can stack.
- Frozen monsters explode in a powerful blast of flying ice shards when defeated.
- Area-of-effect damage is distributed to the Hero and any allies standing within the blast radius.
- Frozen minions also explode in a Frost Nova when killed.


SPECIAL ABILITY: ICY TOUCH

SPECIAL ABILITY: FROST NOVA

MONSTER LEVEL MINIMUM	22
AVAILABLE TO	All
DAMAGE TYPE	Cold
ADDITIONAL RESISTANCES	Cold

Health Link

This special trait is for Champion monsters only, and it activates only if more than one Champion is present. (Champions typically appear in small packs.) Health Link reduces the amount of damage taken by the Champion with that trait by linking his HP to that of all other Health Link champions in the area. This makes it much harder to clear an area of Champion monsters.

- When a Health Link Champion takes damage, that damage is divided equally amongst all other Health Link Champions in the vicinity.

SPECIAL ABILITY: STRENGTH IN NUMBERS

MONSTER LEVEL MINIMUM	51
AVAILABLE TO	Champion packs only
DAMAGE TYPE	N/A
ADDITIONAL RESISTANCES	None

Horde

This special trait is for Rare monsters only. Horde increases the squad of minions that spawn in with a Rare monster, crowding the battlefield.

MONSTER LEVEL MINIMUM	31
AVAILABLE TO	Rare only
DAMAGE TYPE	N/A
ADDITIONAL RESISTANCES	None

- Horde monsters spawn with three extra minions.
- Note that it's a hidden trait—neither the Rare Horde monster nor its minions will have the "Horde" affix listed under its health bar.

SPECIAL ABILITY: EXTRA MINIONS

Illusionist

The Illusionist trait imbues a creature with the ability to create dangerous clones of itself. The trait grants no new resistances, and the damage dealt by an Illusionist is not modified in any way. Illusionist is available to minions, as well as Rare and Champion monsters.

MONSTER LEVEL MINIMUM	26
AVAILABLE TO	All
DAMAGE TYPE	N/A
ADDITIONAL RESISTANCES	None

- Each Illusionist has the chance to use Polymorph to create two clones of itself when damaged.
- Each clone created has the same HP as its host.
- Clones cannot create clones of themselves.
- No loot or XP is awarded for killing clones.
- Minions escorting a Rare Illusionist can Polymorph just like the parent monster.

SPECIAL ABILITY: POLYMORPH

Invulnerable Minions

Only Rare monsters above level 51 can spawn in with the Invulnerable Minions trait. These Rares arrive with a squad of indestructible puppet minions and an expanded health pool.

MONSTER LEVEL MINIMUM	51
AVAILABLE TO	Rare only
DAMAGE TYPE	N/A
ADDITIONAL RESISTANCES	None

- The health pool for an Invulnerable Minions Rare monster is increased by 50%.
- The Rare monster's minions are indestructible until the parent falls. When the Rare parent is killed, all of its minions are also terminated.
- The minions are only invulnerable to damage. Status effects will work against them; use these as crowd control tactics so you can focus on the Rare parent monster.

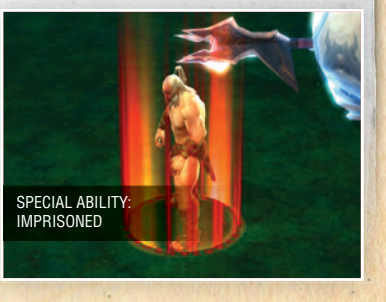
SPECIAL ABILITY: TEAMWORK

Jailer

The Jailer trait gives monsters the ability to immobilize the Hero in a conjured prison. The effect is brief, but long enough to make you an easy target.

MONSTER LEVEL MINIMUM	8
AVAILABLE TO	All
DAMAGE TYPE	N/A
ADDITIONAL RESISTANCES	None

- Each attack by a Jailer monster has a 25% chance to inflict his debuff on you.
- The Jailer effect completely immobilizes the Hero.
- The Dashing Strike skill lets you move, but doesn't free you from the trap. Spirit Walk lets you escape entirely, however.


SPECIAL ABILITY: IMPRISONED

Knockback

The Knockback trait adds the possibility of a powerful pushback blow to every melee hit delivered by the imbued monster. Any Champion or Rare monster (including minions) at any level can spawn with Knockback. The trait grants no new resistances, and the damage dealt is not modified in any way.

- Knockback monsters have a chance to perform a special knockback attack with each melee swing.
- Characters hit with a knockback blow are sent flying backwards a short distance.
- The monster's knockback blow inflicts normal damage to the Hero.

SPECIAL ABILITY: FORCEFUL RELOCATION

MONSTER LEVEL MINIMUM	0
AVAILABLE TO	All
DAMAGE TYPE	Standard
ADDITIONAL RESISTANCES	None

Missile Dampening

Only Rare monsters can spawn with the Missile Dampening aura. Creatures imbued with the trait generate a reddish sphere around themselves. Any projectile entering this sphere moves considerably slower.

- Any projectiles fired at a Missile Dampening monster slow by 50% once they enter the dampening field.
- The projectiles speed up when leaving the aura range or the imbued monster is killed.
- The Rare monster's minions are not imbued with the Missile Dampening trait.

SPECIAL ABILITY: DAMPENING AURA

MONSTER LEVEL MINIMUM	8
AVAILABLE TO	Rare only
DAMAGE TYPE	N/A
ADDITIONAL RESISTANCES	None

Molten

Enemies with the Molten trait are granted Fire resistance and add Fire damage to their normal attacks. They also exhibit a pair of Fire-based special attacks. As they move, Molten creatures leave a trail of painful lava pools. When they die, they explode in a fiery blast.

Champion or Rare monsters and their minions of level 8 and above can be spawned with the Molten trait. Minions, however, cannot acquire the Explosion special ability (see below).

- All Molten monsters emit a trail of flaming lava pools.
- If the Hero and/or allies stand on or near a lava pool, the heat inflicts periodic damage to them as flames rise up around them.
- Flames rise up around afflicted characters to visually mark the damage.
- When killed, Rare and Champion monsters imbued with the Molten trait explode in a blistering ball of fire.
- Minion monsters imbued with Molten do *not* explode when killed.
- The Hero and/or allies suffer damage if caught within the blast radius.

SPECIAL ABILITY: FLAME TRAIL

SPECIAL ABILITY: EXPLOSION

MONSTER LEVEL MINIMUM	8
AVAILABLE TO	All
DAMAGE TYPE	Fire
ADDITIONAL RESISTANCES	Fire

Mortar

All monsters with the Mortar trait add a persistent bomb-lobbing attack to their regular attacks. Champion or Rare monsters plus their minions can spawn with Mortar.

- The Mortar monster launches a quick volley of three firebombs at the Hero every 4-5 seconds.
- The bombs inflict Physical damage.
- The Mortar monster keeps tossing bombs until he dies.
- Minions also spawn with the trait if their parent Rare is a Mortar monster.

SPECIAL ABILITY: GRENADES

LEVEL MIN/MAX	22
AVAILABLE TO	All
DAMAGE TYPE	Physical
ADDITIONAL RESISTANCES	None

Nightmarish

Any Rare monster and its Minions of all levels can spawn with the Nightmarish trait. This imbues a monster's attacks with an element of Fear. Any attack by a Nightmarish foe has the chance to send your character fleeing in terror.

- Any attack made by a Nightmarish monster has a chance to cause the Hero to run away in fear for a short time.
- The trait is not available to Champion monsters, nor is it to the minions of the Rare Nightmarish.

SPECIAL ABILITY: TERROR

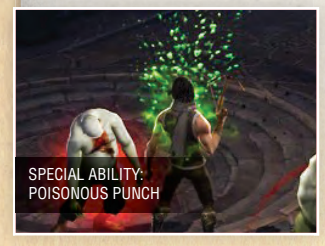
MONSTER LEVEL MINIMUM	0
AVAILABLE TO	Rare only
DAMAGE TYPE	N/A
ADDITIONAL RESISTANCES	None

Plagued

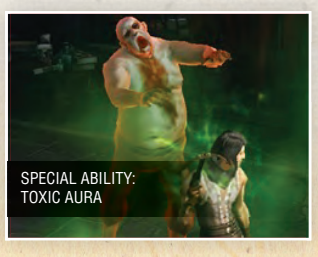
All monsters at level 14 and above can be spawned with the Plagued trait. All damage dealt by a Plagued monster is Poison-based. The trait also grants Poison resistance to the monster (including minions) and triggers three special Poison-based attacks.

MONSTER LEVEL MINIMUM	14
AVAILABLE TO	All
DAMAGE TYPE	Poison
ADDITIONAL RESISTANCES	Poison

- All Plagued monsters unleash a melee swing attack that deals Poison damage.
- A splash of green slime visually marks the Poison-imbued attack when the Plagued monster lands a blow.


SPECIAL ABILITY:
POISONOUS PUNCH

- A pulsing, toxic green cloud appears when your character gets in close proximity to a Plagued monster.
- The poisonous cloud deals damage over time, slowly draining the Hero's health while he's caught within the cloud's radius.


SPECIAL ABILITY:
TOXIC AURA

- When a Plagued monster dies, a large toxic cloud of green poison gas emits from the corpse.
- The poisonous cloud deals damage over time, slowly draining the Hero's health if she's caught within the cloud's radius.

SPECIAL ABILITY:
ACID CLOUD

Shielding

The Shielding trait gives Rare monsters and their minions a brief invulnerability to all forms of damage.

MONSTER LEVEL MINIMUM	22
AVAILABLE TO	Rares and their minions
DAMAGE TYPE	N/A
ADDITIONAL RESISTANCES	None

- A protective field emanates from the Rare monster with Shielding for a short duration.
- The field protects the Shielding monster from all forms of damage.
- The Rare's minions will be imbued with Shielding, as well.

SPECIAL ABILITY:
MAGIC SHIELD

Teleporter

The Teleporter trait allows monsters to zap around the field of battle, phasing away when attacked only to jump back next to you moments later for a counterattack. The trait has no effect on damage or resistances.

LEVEL MIN/MAX	0
AVAILABLE TO	All
DAMAGE TYPE	N/A
ADDITIONAL RESISTANCES	None

- All Teleporter monsters systematically teleport during encounters.
- Teleporter monsters tend to teleport away when they get too close to the Hero, and teleport closer when they're too far away from the Hero.
- Minions of a Rare Teleporter will spawn with the ability, too.

SPECIAL ABILITY:
DEMATERIALIZATION

Thorns

All Champion and Rare monsters (but *not* minions) above level 26 can have the Thorns trait. When you strike a Thorns-imbued foe with a melee attack, you suffer automatic damage in return.

- When you attack a Thorns monster, 20% of the damage you inflict is dealt back to the Hero.
- The monster's retaliation damage is triggered only by your melee attacks.

MONSTER LEVEL MINIMUM	26
AVAILABLE TO	Champion, Rare
DAMAGE TYPE	Standard
ADDITIONAL RESISTANCES	None

Vampiric

The Vampiric trait allows monsters to literally feast on the damage they inflict on you by turning it into health for themselves. All Rare, Champion, and minion monsters at level 31 or higher can acquire the trait.

- Twenty percent of the damage dealt by a Vampiric monster is refunded back to it in the form of health points.
- Minions of Vampiric Rare monsters also benefit from this ability.

MONSTER LEVEL MINIMUM	31
AVAILABLE TO	All
DAMAGE TYPE	N/A
ADDITIONAL RESISTANCES	None

Vortex

This trait allows monsters to draw their foes into close quarters, so Vortex is particularly dangerous if your character relies on ranged attacks. The ability itself does not inflict damage, however. Rare and Champion monsters of level 8 or higher can have the Vortex trait, but not their minions.

- This ability functions as a kind of reverse Knockback, pulling the Hero toward the Vortex monster.
- Vortex itself does not damage the Hero.
- Minions that accompany a Vortex monster cannot perform this ability.

MONSTER LEVEL MINIMUM	8
AVAILABLE TO	Champion, Rare
DAMAGE TYPE	N/A
ADDITIONAL RESISTANCES	None

Waller

Waller allows Champion monsters imbued with the trait to erect impenetrable barriers on the battlefield for brief durations of time. No Rare or minion monsters can spawn with the trait.

- No source of damage can take down a Waller-created barrier. The walls are indestructible.
- The walls cannot damage Heroes.
- Attacks or abilities that strike walls are absorbed; they do not bounce off or reflect.
- The Waller effect disappears after a short duration.

MONSTER LEVEL MINIMUM	8
AVAILABLE TO	Champions only
DAMAGE TYPE	N/A
ADDITIONAL RESISTANCES	None

MONSTER CLASSES

Many of the individual monster types in *Diablo III* are similar enough that they can be grouped into classes. For example: Plague Carriers and Charged Stingers are different monster types, but they're both variants of the Bat class. This section gives you a quick snapshot list of the individual monster types in each class.

ACCURSED

VARIANTS:

Betrayed — Act II

Accursed — Act II

Hungerer — Act II

Diseased Bodies — Act II

ANGEL

VARIANTS:

Corrupted Angel — Act IV

ARMORED DESTROYER

VARIANTS:

Armored Destroyer — Act IV

Swift Flayer Demon — Act IV

BAT

VARIANTS:

Carrion Bat — Act I

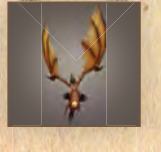
Plague Carrier — Act I

Charged Stinger — Act I, II

Vile Hellbat — Act I

Savage Flyer — Act II

Cave Wing — Act II



BAT NEST

VARIANTS:

Carrion Nest — Act I

Plague Nest — Act I

Cursed Nest — Act I

Blood Nest — Act II

BEAST

VARIANTS:

Savage Beast — Act I

Horned Charger — Act I

Great Horned Goliath — Act III

BILE CRAWLER

VARIANTS:

Bile Crawler — Act IV

Spine Lasher — Act IV

BLOOD HAWK

VARIANTS:

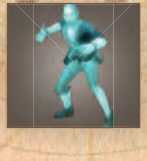
Blood Hawk — Act II

BRIGAND

VARIANTS:

Brigand — Act II

Ghostly Murderer — Act I



Ghastly Gravedigger — Act I

COLOSSAL GOLGOR

VARIANTS:

Colossal Golgor
Act III

DECEIVER

VARIANTS:

Writhing Deceiver
Act II

Serpent Magus
Act II

Doom Viper
Act II

DARK BERSERKER

VARIANTS:

Dark Berserker
Act I

Pain Monger
Act II

Vicious Mangler
Act II

DEMON ELITE

Note that every variant of the Demon Elite class can be considered a class unto itself. Each of these elite demon types has their own unique lore.

VARIANTS:

Mallet Lord
Act IV

Terror Demon
Act IV

Oppressor
Act III, IV

DARK CULTIST

VARIANTS:

Dark Cultist
Act I

Enraged Zealot
Act I

Deranged Cultist
Act I, II

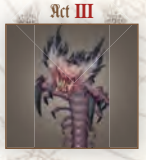
Crazed Cultist
Act II

Dark Zealot
Act II

DEMONIC HELL BEARER

VARIANTS:

Demonic Hell Bearer
Act III



DARK SUMMONER

VARIANTS:

Dark Summoner
Act I, II

Dark Conjurer
Act II

Foul Conjurer
Act II

Crazed Summoner
Act II

DEMONIC HELLFLYER

VARIANTS:

Demonic Hellflyer
Act III

Winged Molok
Act III

Darksky Fire Demon
Act IV

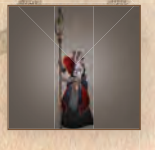
DARK VESSEL

VARIANTS:

Dark Vessel / Unholy Thrall
Act I

Dark Greater Vessel / Malignant Thrall
Act II

Corrupt Vessel / Tormented Thrall
Act II



DEMONIC TREMOR

VARIANTS:

Demonic Tremor
Act III

Hellhide Tremor
Act IV

DUNE DERVISH

VARIANTS:

Dune Dervish
Act II

Sand Dervish
Act II

DUST IMP

VARIANTS:

Dust Imp
Act II

Dessicated Imp
Act II

Rotting Imp
Act II

DEMON TROOPER

VARIANTS:

Demon Trooper
Act III, IV

Demon Raider
Act III

Demon Marauder
Act ??

ELECTRIC EEL

VARIANTS:

Corpse Worm
Act I

Zap Worm
Act I

Electric Eel
Act II

FALLEN

VARIANTS: GRUNT

Fallen
Act II

Fallen Peon
Act II

Fallen Grunt
Act III

Fallen Soldier
Act III

VARIANTS: HOUND

Fallen Hound
Act II

Fallen Cur
Act II

Fallen Mongrel
Act III

Fallen Hellhound
Act III

VARIANTS: CHAMPION

Fallen Overseer
Act II

Fallen Master
Act II

Fallen Overlord
Act III

Fallen Slavelord
Act III

VARIANTS: LUNATIC

Fallen Lunatic
Act II

Fallen Maniac
Act III

VARIANTS: SHAMAN

Fallen Shaman
Act II

Fallen Conjurer
Act II

Fallen Prophet
Act III

Fallen Firemage
Act III

GHOST

VARIANTS:

Enraged Phantom
Act I

Vile Revenant
Act II

Deathly Haunt
Act II

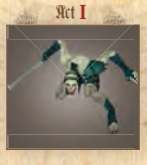
Grim Wraith
Act II

GHOUL

VARIANTS:

Ghoul
Act I

Savage Fiend
Act I



Murderous Fiend
Act II

Vicious Ghoul
Act II

Blazing Ghoul
Act III

GROTESQUE

VARIANTS:

Grotesque
Act I

Harvester
Act I

Act I

Horror
Act I

Possessed
Act III

HELLION

VARIANTS:

Dark Hellion
Act I

Vicious Hellion
Act I

Frenzied Hellion
Act II

Accursed Hellion
Act II

HERALD OF PESTILENCE

VARIANTS:

Herald of Pestilence
Act III

KHAZRA (BLOOD CLAN)

VARIANTS: MELEE

Blood Clan Warrior
Act III

Blood Clan Mauler
Act III

VARIANTS: RANGED

Blood Clan Spearman
Act III

Blood Clan Impaler
Act III

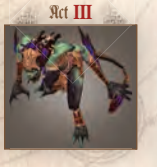
LACUNI

VARIANTS: FEMALE

Lacuni Huntress
Act II

Lacuni Stalker
Act II

Wintersbane Huntress
Act III



IMP

VARIANTS:

Imp
Act I

Fiend
Act I

KHAZRA

VARIANTS: MELEE

Moon Clan Warrior
Act I

Dark Moon Clan Warrior
Act I

VARIANTS: RANGED

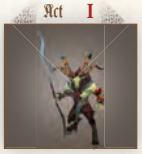
Moon Clan Impaler
Act I

Dark Moon Clan Impaler
Act I

VARIANTS: SHAMAN

Moon Clan Shaman
Act I

Dark Moon Clan Shaman
Act I



VARIANTS: SHAMAN

Blood Clan Sorcerer
Act III

Blood Clan Occultist
Act III

LACUNI

VARIANTS: MALE

Lacuni Warrior
Act II

Lacuni Slasher
Act II

Wintersbane Stalker
Act III

MORLU

VARIANTS: MELEE

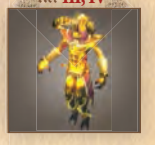
Morlu Invader
Act IV

Morlu Legionnaire
Act IV

VARIANTS: SPELLCASTER

Morlu Inferno
Act IV

Morlu Incinerator
Act III, IV



NIGHTMARE

VARIANTS:

Enslaved Nightmare
Act IV

Demonfire Nightmare
Act IV

PHASEBEAST

VARIANTS:

Hulking Phasebeast
Act III

Warping Horror
Act IV

QUILL FIEND

VARIANTS:

Quill Fiend
Act I

Young Quill Fiend
Act I

Quill Demon
Act I

Icy Quillback
Act III

Frost Razor
Act III

RISEN DEAD

VARIANTS: CORPSES

Walking Corpse
Act I

Hungry Corpse
Act I

Bloated Corpse
Act I

Rancid Stumbler
Act I

Dust Eater
Act II

VARIANTS: TORSO CRAWLERS

Crawling Torso
Act I

Hungry Torso
Act I

Voracious Torso
Act I

Dust Biter
Act II

VARIANTS: WRETCHED MOTHERS

Deathspitter
Act I

Retching Cadaver
Act I

VARIANTS: SKINNY

Risen
Act I

Ravenous Dead
Act I

Voracious Zombie
Act I

Inferno Zombie
Act I

Dust Shambler
Act II

ROCKWORM

VARIANTS:

Rockworm
Act II

Savage Rockworm
Act II

Demonic Serpent
Act III

SAND MONSTER

VARIANTS:

Sand Dweller
Act II

Rock Giant
Act II

Sand Behemoth
Act II

SAND SHARK

VARIANTS:

Dune Thresher
Act II

SAND WASP

VARIANTS:

Sand Wasp
Act II

Dune Stinger
Act II

Desert Hornet
Act II

SCAVENGER

VARIANTS:

Scavenger
Act I

Burrowing Leaper
Act I

Reaper
Act II

Frostclaw Burrower
Act III

SHADOW VERMIN

VARIANTS:

Shade Stalker
Act II

Shadow Vermin
Act III, IV

Gloom Wraith
Act IV

SKELETON

VARIANTS: SKELETON

Skeleton
Act I

Returned
Act I

Bone Warrior
Act II

Skeletal Warrior
Act II, III

Blazing Swordwielder
Act III

Skull Sword
Act III

VARIANTS: SHIELDBEARER

Skeletal Shieldbearer
Act I

Returned Shieldman
Act I, II

Skeletal Sentry
Act II

Skeletal Raider
Act II, III

Skeletal Marauder
Act III

VARIANTS: ARCHER

Skeletal Archer
Act I

Returned Archer
Act I

Skeletal Ranger
Act II

Skeletal Bowmaster
Act II

Dark Skeletal Archer
Act I

Dark Skeletal Bow-
Act III

VARIANTS: SUMMONER

Tomb Guardian
Act I

Returned Summoner
Act I

Tortured Summoner
Act I

Skull Summoner
Act III

VARIANTS: TWO-HANDED

Returned Executioner
Act I

Spine Hewer
Act II

Skull Cleaver
Act III

Swift Skull Cleaver
Act III

SKELETON MAGE

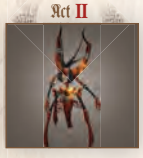
VARIANTS:

Frost Guardian
Act II

Chilling Construct
Act II

Blazing Guardian
Act II

Smoldering Construct
Act II

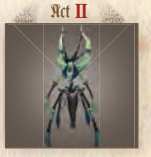


Shock Guardian
Act II

Charged Construct
Act II

Noxious Guardian
Act II

Toxic Construct
Act II



SOUL RIPPER

VARIANTS:

Soul Ripper — Act III

Soul Lasher — Act III

Soul Devourer — Act

SPIDER

VARIANTS:

Arachnid Horror — Act I

Frost Lurker — Act II

Scorching Creeper — Act II

Shocking Crawler — Act II

Toxic Lurker — Act I

Venomous Spinner — Act II

Webspitter Spider — Act II

SPIDERLING

VARIANTS:

Spiderling — Act I

Brood Hatchling — Act II

Icy Spiderling — Act II

Fiery Spiderling — Act II

Shocking Spiderling — Act II

Venomous Spiderling — Act II

SUBJUGATOR

VARIANTS:

Subjugator — Act IV

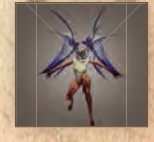
Armaddon — Act IV

Mounted Armaddon — Act IV

SUCCUBUS

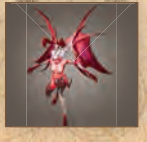
VARIANTS:

Succubus — Act III



Vile Temptress — Act IV

Hell Witch — Act IV



SWARM

VARIANTS:

Stinging Swarm — Act II

Vile Swarm — Act II

Death Swarm — Act II

Plague Swarm — Act II

TORMENTED STINGER

VARIANTS:

Tormented Stinger — Act II

Stygian Crawler — Act II

TREASURE GOBLIN

VARIANTS:

Treasure Goblin — Act I-IV

Treasure Seeker — Act I-IV

Treasure Bandit — Act I-IV

Treasure Pygmy — Act I-IV

UNBURIED

VARIANTS:

Unburied — Act I

Disentombed Hulk — Act I

WITHERMOTH

VARIANTS:

Withermoth — Act I

WOOD WRAITH

VARIANTS:

Wood Wraith — Act I

Highland Walker — Act I

BESTIARY

Here it is, your field guide to Hell's wildlife. The entries are in alphabetical order, so if you encounter a monster and want a quick overview of its basic behavior, stats, and special abilities, just mouse over it in-game to see its name on the pop-up, then look it up here.

Remember that this listing includes only the basic monster types. Individual Champion or Rare names and affixes are randomly generated, and Unique monsters are covered in the corresponding sections of our Quest Guide. Of course, Boss-type monsters are covered extensively in the walkthrough, as well.

OTHER NOTES ON THE BESTIARY

DAMAGE

All of the numbers listed in our damage tables refer to Physical damage inflicted by a basic melee strike. Certain monsters also inflict additional pain in the form of elemental damage: Fire, Cold, Poison, Lightning, or Arcane. If so, we note this in the damage table for that creature.

HEALTH GLOBES

When you fight a monster, there's always a chance that it will drop a red health globe after (and sometimes during) the battle. You can consume these to restore your health. The "drop chance" differs depending on the monster rank:

Common Monsters have a varying chance to make a health globe drop, so we list the percentage for each one in our tables. Commons drop one globe when killed, which restores 20 percent of your Max Health.

Champion Monsters have a 60% chance to drop a health globe for every 50% of their health that they lose. So Champion monsters can drop up to two health globes during a fight. Each globe dropped by a Champion restores 35% of your Max Health.

Rare Monsters have a 100% chance to drop a health globe for every 25% of their health that they lose. So Rare monsters will *always* drop four health globes during a fight. Each globe dropped by a Rare restores 35% of your Max Health.

HEALTH GLOBE DROP

RANK	DROP %	GLOBE SIZE (PERCENT OF MAX HP RESTORED)	DROPS WHEN?
COMMON	Variable	20	Monster killed
CHAMPION	60	35	Every 50% of monster's health lost
RARE	100	35	Every 25% of monster's health lost

HOW TO USE THIS BESTIARY

Alphabetized listing of each monster by name.

Image of each monster as it appears in the game.

FALLEN FIREMAGE

MONSTER CLASS: FALLEN (SHAMAN)

A basic description of the monster's behaviors.

The light-skinned Fallen Firemage has no melee attack, preferring to sling fireballs from long range. But his most aggravating power is indirect: If any Fallen infantry are nearby—and they typically are—the mage's magic can raise them back up just seconds after you cut them down. To avoid an endless fight, hunt down the Fallen Firemage first, then target the grunts.

Look here to find what to expect when you confront each monster—and where it can be found.

MOVEMENT SPEED: Slow/Medium
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Rakkis Crossing, Arreat Crater, Tower of the Damned, Skycrown Battlements

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	28	218.75	454-908	1589-2043	3405-3859	908-1362
Nightmare	48	800	4414-8828	26K-33K	55K-62K	15K-22K
Hell	59	1875	20K-40K	161K-207K	345K-391K	92K-138K
Inferno	63	2000	122K-245K	1284K-1651K	2752K-3119K	734K-1101K

Every monster's HP falls within a specific range, which is randomized. We provide the high and low ends for each creature type.

The minimum amount of Physical damage the monster can inflict with a single melee strike that makes contact.

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	262	Fire
Nightmare	2106	
Hell	8410	
Inferno	113K	

Extra Elemental damage that is tacked on to Physical damage from the melee attack.

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

All Normal monsters have a chance to drop a Health Globe. This tells you how likely you are to glean one from the creature, and what size it will be.

SPECIAL ATTACKS & ABILITIES

RESURRECT FALLEN
A Fallen Firemage can resurrect any Fallen Grunt you smite. If you see Fallen Grunts suddenly glow green and pop back up after you've slain them, look around for the mage who is reviving them and take him out immediately.

FIREBALL
The Fallen Firemage can conjure up flaming spheres with either his sword or staff, then fling them at you. These inflict Fire damage, as you might suspect.

Specific details on the monster's special attacks and abilities: everything you need to prepare for, defend against, and counter these powerful strikes.

ACCURSED

MONSTER CLASS: ACCURSED

The Accursed can be tough to hit. This hyperkinetic mummy circles its targets with manic, jerky intensity, then strikes with a quick melee slash, slicing its long claws either upward or downward. Sometimes it strikes so hard that it whips into a full front somersault. When slain, the Accursed expires in a gruesome, green explosion of poisonous bile. Keep clear!

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: Hidden Aqueducts, Desolate Sands, Western/Eastern Channels, The Veiled Treasure

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	20	135	66-131	525-689	1181-1345	238-402
Nightmare	41	500	934-1867	12K-16K	28K-32K	5618-9492
Hell	56	1350	5480-11K	102K-134K	230K-262K	46K-78K
Inferno	62	1600	28K-56K	673K-884K	1515K-1726K	305K-516K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	50	Poison
Nightmare	542	
Hell	3075	
Inferno	26K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

ACCURSED HELLION

MONSTER CLASS: HELLION

These reddish, spike-ribbed creatures are called up from the bowels of hell onto the battlefield by the red-robed Foul Conjurers. The Accursed Hellion fights like a rabid dog, lunging rapidly with its fierce jaws seeking to feed upon the living. Once summoned, each hellion has a lifespan of roughly 30 seconds.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: The Wretched Pit, Town Cellar, Alcarnus (summoned), Secret Altar

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	17	90	108-216	378-486	810-918	216-324
Nightmare	39	345	1932-3864	11K-14K	24K-27K	6414-9621
Hell	55	975	12K-24K	99K-127K	212K-241K	57K-85K
Inferno	62	1200	70K-140K	737K-947K	1578K-1789K	421K-631K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	21	Physical
Nightmare	218	
Hell	1394	
Inferno	13K	

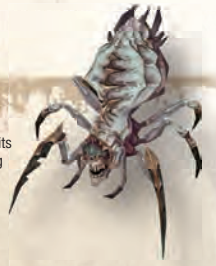
HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

ARACHNID HORROR



MONSTER CLASS: SPIDER

This giant spider is the archetype of its class. The Arachnid Horror spits white webbing to slow its prey, and then moves in close for a slashing melee attack with fangs and razor-sharp claws.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Very Short
LIKELY LOCATIONS: Caverns of Araneae

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	11	90	72-120	180-228	372-420	120-168
Nightmare	34	360	1781-2968	7389-9359	15K-17K	4926-6896
Hell	52	1150	12K-21K	72K-92K	149K-169K	48K-67K
Inferno	61	1600	49K-81K	365K-462K	754K-852K	243K-341K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	38	Poison
Nightmare	496	
Hell	4097	
Inferno	18K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	45	20	Death

SPECIAL ATTACKS & ABILITIES

WEB SPIT

The spider spits a glob of sticky white webbing that hits the ground and slows your movement if you walk through it.

ARMADDON

MONSTER CLASS: SUBJUGATOR

This level 29 beast (in Normal mode) may be the lower half of the demon rider team, but the Armaddon is a formidable foe in its own right. Its massive, fang-filled jaws chomp hungrily and can inflict painful damage. It also unleashes an occasional slam attack, hammering the sharp, bony point of its great chin down on foes who foolishly wander in too close. (This slam often follows a powerful, taunting roar, so watch for that tip-off as the Armaddon rears back.) Its attack also drains Mana/Arcane Power. When ridden by a Subjugator, it forms a fearsome mounted unit.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: Gardens of Hope: Tiers 1-3, The Silver Spire: Level 1

APPEARS IN ACT IV

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	29	270	1273-1782	2163-2672	4199-4708	1782-2291
Nightmare	49	990	12K-17K	34K-42K	66K-74K	28K-36K
Hell	60	2325	54K-76K	215K-266K	418K-468K	177K-228K
Inferno	63	2400	306K-428K	1560K-1927K	3027K-3394K	1284K-1651K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	443	Physical
Nightmare	3445	
Hell	14K	
Inferno	170K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	75	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

ARMORED DESTROYER

MONSTER CLASS: DEMON ELITE

Watch for the telltale orange, fiery glow on the ground, marking the spot where an Armored Destroyer is about to drop from the sky. True to its name, this elite demon is heavily armored, and thus difficult to dispatch. The destroyer's fighting style couldn't be any more straightforward: after hitting the ground, it simply hustles directly at the Hero, flailing away with its sharp, piercing forearm armor. Keep flanking this powerhouse and chip away at its formidable protection until it falls.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: The Foundry: Level 1, Gardens of Hope: 1st Tier

APPEARS IN ACT III, IV

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	29	180	382-509	1718-2227	3754-4263	891-1400
Nightmare	49	660	3617-4823	27K-35K	59K-67K	14K-22K
Hell	60	1550	16K-22K	171K-221K	373K-424K	89K-139K
Inferno	63	1600	92K-122K	1239K-1605K	2706K-3073K	642K-1009K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	221	Physical
Nightmare	1723	
Hell	6959	
Inferno	85K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	15	20	Death

SPECIAL ATTACKS & ABILITIES

FRENZY

The Armored Destroyer goes into a sped-up version of its basic melee attack. When you see the increased attack speed and the red streaks slicing rapidly through the air, consider disengaging and circling away, then hitting again when the beast rises up to howl.

BETRAYED

MONSTER CLASS: ACCURSED

Like its speedy cousin the Accursed, the hyperactive mummy known as the Betrayed can be difficult to target. Spawned from rotting piles of corpses (called "Diseased Bodies" in-game), the Betrayed relentlessly circles its targets on all fours, then strikes with a quick melee slash, slicing up or down with rending claws. Sometimes it strikes so hard that its slash pulls it into a full front somersault! When killed, the Betrayed explodes in a poisonous, green cloud that can inflict significant damage if you're nearby.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: Hidden Channel, Tomb of Khan Dakab, Tomb of Sardar, Waterlogged Passage, Hidden Aqueducts, Western/Eastern Channels

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	18	125	50-99	397-521	893-1017	180-304
Nightmare	39	460	773-1546	10K-13K	23K-26K	4650-7857
Hell	55	1300	4864-9728	91K-119K	204K-232K	41K-69K
Inferno	62	1600	28K-56K	673K-884K	1515K-1726K	305K-516K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	45	Poison
Nightmare	436	
Hell	2788	
Inferno	26K	

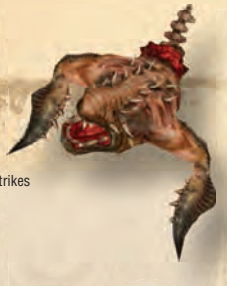
HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

BILE CRAWLER



MONSTER CLASS: BILE CRAWLER

This abomination appears to be an incomplete species, looking like the front end of a creature torn in half. But don't pity this sorry demon—fear it. The Bile Crawler wriggles in a relentless circle, then strikes with a sudden thrust of its jagged claws.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: Gardens of Hope: Tiers 1, 3, Hell Rift

APPEARS IN ACT IV

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	28	131.25	227-454	1476-1930	3292-3746	681-1135
Nightmare	48	480	2207-4414	24K-31K	53K-60K	11K-18K
Hell	59	1125	9877-20K	150K-196K	334K-380K	69K-115K
Inferno	63	1200	61K-122K	1193K-1560K	2661K-3027K	550K-917K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	131	Physical
Nightmare	1053	
Hell	4205	
Inferno	57K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

BLAZING GHOUL

MONSTER CLASS: GHOUL

The Blazing Ghoul swings its sword for powerful hits—either a quick downward rip or a curving horizontal slash—then quickly circles the Hero for another strike. The ghoul repeats this pattern for the duration of the fight: one or more melee strike followed by a quick flanking movement. Don't let him slide behind you!

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: Tower of the Damned: Level 1, Arreat Crater: Levels 1-2, Heart of the Damned

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	27	170	160-321	1283-1684	2887-3288	581-982
Nightmare	47	620	1615-3230	21K-28K	48K-55K	9717-16K
Hell	59	1500	7901-16K	147K-193K	331K-377K	67K-113K
Inferno	63	1600	49K-98K	1174K-1541K	2642K-3009K	532K-899K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	230	Physical
Nightmare	1926	
Hell	8410	
Inferno	113K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

BLAZING GUARDIAN

MONSTER CLASS: SKELETON MAGE

This fiery, imposing skeletal mage is quite comfortable with Fire, being partially immune to its elemental damage. Its medium-range Fire Shot attack launches flaming projectiles that strike and spread in a burning radius to inflict area damage. The Blazing Guardian has no real melee attack, but gladly spits fireballs into the Hero at close, as well as medium, range.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Short/Medium
LIKELY LOCATIONS: The Forgotten Ruins

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	20	135	98-197	541-705	1197-1361	262-426
Nightmare	41	500	1400-2801	13K-17K	28K-32K	6199-10K
Hell	56	1350	8219-16K	105K-137K	233K-265K	51K-83K
Inferno	62	1600	42K-84K	694K-905K	1536K-1747K	337K-547K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	50	Fire
Nightmare	542	
Hell	3075	
Inferno	26K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	6	20	Death

SPECIAL ATTACKS & ABILITIES

FIRE SHOT

The Blazing Guardian exhales a blistering fireball that inflicts painful Fire damage. The projectile travels fast and has a small blast radius, so watch for the creature's fire-shot movement—an out-tossing of its arms—and quickly dodge to the side.

BLAZING SWORDWIELDER

MONSTER CLASS: SKELETON

This fiery, red-boned skeleton rises from the fires of the Keep Depths. The Blazing Swordwielder is slow but relentless, and his constant circling may let him slip behind you in a wild melee. His attacks should be quite familiar by the time you meet him, since they're the basic skeleton variants: a swift front kick and a hacking sword slash.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Very Far
LIKELY LOCATIONS: The Keep Depths: Level 1

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	26	165	249-356	1193-1549	2617-2973	605-961
Nightmare	46	600	2583-3690	21K-27K	45K-51K	10K-17K
Hell	58	1450	12K-17K	136K-177K	299K-340K	69K-110K
Inferno	63	1600	86K-122K	1229K-1596K	2697K-3064K	624K-991K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	152	Fire
Nightmare	1317	
Hell	5665	
Inferno	85K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	12	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

BLOATED CORPSE

MONSTER CLASS: RISEN DEAD

This fly-covered, green-skinned, corpse-munching zombie ambles along slowly in search of fools he can eat for lunch. His two attacks are both melee style: a quick roundhouse slash or a powerful upward thrust with both arms. When you "kill" a Bloated Corpse, his fallen form sometimes tears apart… and suddenly his head and upper torso crawl to the attack! This Voracious Torso is quicker than the zombie, and pursues relentlessly. (See "Voracious Torso" in this Bestiary.)

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Halls of Agony: Levels 1-3

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	10	106.25	53-95	152-194	320-362	95-137
Nightmare	34	450	1484-2671	7143-9113	15K-17K	4433-6404
Hell	52	1437.5	10K-19K	70K-89K	147K-166K	43K-63K
Inferno	61	2000	41K-73K	353K-450K	742K-840K	219K-316K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	49	Physical
Nightmare	744	
Hell	6146	
Inferno	27K	

HEALTH GLOBES

Monster Rank	Drop %	Globe Size	Drops When?
Normal	38	20	Death

SPECIAL ATTACKS & ABILITIES

TORSO CRAWLER

When you "kill" a Bloated Corpse, there's a chance that his upper torso will tear itself from the rest of the fallen body and then crawl, trailing strands of entrails, to continue the fight. Fun! The crawler torn from the Bloated Corpse is called the Voracious Torso. (See Voracious Torso in this Bestiary.)

BLOOD CLAN MAULER

MONSTER CLASS: KHAZRA (BLOOD CLAN)

The Blood Clan Mauler prefers brutal, old-school melee combat, trading blows while standing toe to toe. This mutant reddish behemoth staggers slowly toward its prey and slashes with huge heinous swipes of each arm. One arm has a full four-fingered claw, the other a single bony blade on a stump. He's slow, so he's easy to outmaneuver… or run from!

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: Arreat Crater: Levels 1-2, Tower of the Cursed: Levels 1-2

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	28	175	681-908	1703-2157	3519-3973	1135-1589
Nightmare	48	640	6621-8828	27K-35K	57K-64K	18K-26K
Hell	59	1500	30K-40K	173K-219K	357K-403K	115K-161K
Inferno	63	1600	183K-245K	1376K-1743K	2844K-3211K	917K-1284K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	262	Physical
Nightmare	2106	
Hell	8410	
Inferno	113K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	45	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

BLOOD CLAN OCCULTIST

MONSTER CLASS: KHAZRA (BLOOD CLAN)

This massive, mutated Goatman spellcaster is a higher-level version of his clansman, the Sorcerer. The Occultist flings fireballs at you while casting a spell that bolsters his evil allies. The presence of a Blood Clan Occultist makes any multiple-foe fight far tougher to win, so it's usually a good idea to take out the shaman first.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Arreat Crater: Levels 1-2, Tower of the Cursed: Levels 1-2

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	28	175	568-1022	1646-2100	3462-3916	1022-1476
Nightmare	48	640	5518-9932	27K-34K	56K-63K	16K-24K
Hell	59	1500	25K-44K	167K-213K	351K-397K	104K-150K
Inferno	63	1600	153K-275K	1330K-1697K	2798K-3165K	826K-1193K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	328	Physical
Nightmare	2633	
Hell	11K	
Inferno	142K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	38	20	Death

SPECIAL ATTACKS & ABILITIES

FIREBALL

The Blood Clan Occultist likes to conjure up a fireball and fling it at the Hero. The fiery projectile moves slowly enough that you can dodge it if he casts from a good distance. Note that this fireball inflicts Physical damage, not Fire.

BLOOD BOOST

This shaman can cast a spell that boosts the abilities of other monsters in the area, regardless of whether or not they're fellow members of his Blood Clan. You can see the magic swirling around them like a golden bubble while it is active.

BLOOD CLAN SORCERER

MONSTER CLASS: KHAZRA (BLOOD CLAN)

The lumbering, powerful Goatman shaman attacks with conjured fireballs while casting enhancement spells on any other bad guys in close proximity. Take out the Blood Clan Sorcerer first in any multiple-foe fight to eliminate his "team-buffing" activity.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Rakkis Crossing

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	25	160	391-704	1135-1448	2387-2700	704-1017
Nightmare	45	580	4215-7587	20K-26K	43K-48K	13K-18K
Hell	58	1450	22K-39K	147K-188K	310K-351K	92K-132K
Inferno	63	1600	153K-275K	1330K-1697K	2798K-3165K	826K-1193K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	222	Physical
Nightmare	1996	
Hell	9442	
Inferno	142K	

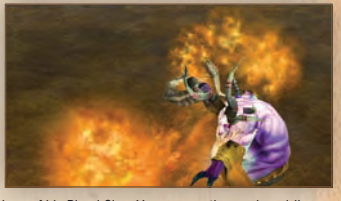
HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	38	20	Death

SPECIAL ATTACKS & ABILITIES

FIREBALL

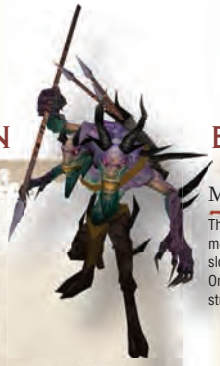
The Blood Clan Sorcerer often conjures up a fireball and flings it at the Hero. The fiery projectile moves fast, but you can dodge it if he casts from a distance. It inflicts Physical damage.



BLOOD BOOST

This shaman can cast a spell that boosts the abilities of other monsters in the area, regardless of whether or not they are fellow members of his Blood Clan. You can see the magic swirling around them while the spell is active.

BLOOD CLAN SPEARMAN



MONSTER CLASS: KHAZRA (BLOOD CLAN)

With two heads, three arms, and an endless supply of spears, the Blood Clan Spearman is a grotesque but capable foe. This mutant goatman flings his spears in rapid-fire succession with little pause, so you'd better make yourself a moving target. Although the Spearman has no melee attack, he heaves his projectiles even if you're right next to him.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Fields of Slaughter, Rakkis Crossing, The Bridge of Korsikk

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	25	160	157-235	1017-1330	2269-2582	470-783
Nightmare	45	580	1686-2529	18K-24K	41K-46K	8396-14K
Hell	58	1450	8729-13K	132K-173K	295K-336K	61K-102K
Inferno	63	1600	61K-92K	1193K-1560K	2661K-3027K	550K-917K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	89	Physical
Nightmare	798	
Hell	3777	
Inferno	57K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

BLOOD CLAN WARRIOR

MONSTER CLASS: KHAZRA (BLOOD CLAN)

The two-headed Blood Clan Warrior is content to stand toe to toe and trade melee blows with anybody. This mutant purple-blue behemoth staggers slowly toward its prey and slashes with huge heinous swipes of each arm. One arm has a full four-fingered claw, the other a single bony blade on a stump. Keep your distance or keep circling… he's not difficult to outflank.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: The Battlefields, Fields of Slaughter, Rakkis Crossing, The Bridge of Korsikk

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	25	160	470-626	1174-1487	2426-2739	783-1096
Nightmare	45	580	5058-6744	21K-27K	43K-49K	14K-20K
Hell	58	1450	26K-35K	153K-193K	315K-356K	102K-142K
Inferno	63	1600	183K-245K	1376K-1743K	2844K-3211K	917K-1284K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	177	Physical
Nightmare	1597	
Hell	7553	
Inferno	113K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	45	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

BLOOD HAWK

MONSTER CLASS: BLOOD HAWK

These avian creatures exhibit a unique behavior. Initially, Blood Hawks circle but stay out of range and leave you alone until you're distracted by another foe. Then they drop from the sky, flocking and slashing at you with vicious talons. Also note: Disturbing a Blood Hawk nest also arouses their bloody, furious attention.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: Desolate Sands, Dahlgur Oasis, Path to the Oasis

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	3	40	3-7	32-42	72-82	14-24
Nightmare	31	240	296-593	4464-5870	10K-11K	2004-3410
Hell	51	880	2450-4901	52K-68K	117K-133K	23K-40K
Inferno	61	1280	11K-23K	309K-406K	698K-796K	139K-236K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	6	Physical
Nightmare	198	
Hell	1838	
Inferno	9020	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

BLOOD NEST

MONSTER CLASS: BAT (NEST)

This living nest-creature spawns the blue Winged Molok bat. The Blood Nest produces bats until a total of three flyers are in the air. Every time you kill a bat, the nest automatically spawns another one, trying to keep three (and no more) Winged Moloks actively flying at all times. If you want to clear an area of bats, target the nests. Nests are immune to all effects except Freeze.

MOVEMENT SPEED: n/a
KNOCKBACK DISTANCE: n/a
SPAWN LIMIT: 3 at a time
LIKELY LOCATIONS: Eastern Channel

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	19	195	429-572	644-787	1216-1359	572-715
Nightmare	40	720	6372-8496	16K-19K	30K-33K	14K-18K
Hell	55	1950	36K-49K	127K-156K	241K-269K	113K-142K
Inferno	62	2400	210K-281K	947K-1157K	1789K-1999K	842K-1052K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	95	Physical
Nightmare	975	
Hell	5577	
Inferno	53K	

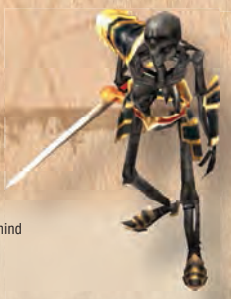
HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	80	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

BONE WARRIOR



MONSTER CLASS: SKELETON

Ubiquitous in Act 2, the Bone Warrior rattles around in a slow circle, pausing occasionally to attack or laugh at you. His basic attacks are a simple kick and a heinous sword slash. The Bone Warrior is easy to out-maneuver, but his constant flanking motion may let him slip behind you in a chaotic fight.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Very Far
LIKELY LOCATIONS: Sewers of Caldeum, Chamber of the Lost Idol, Western/Eastern Channels, Mysterious Cave: Levels 1-2, Ruined Cistern, Tunnels of the Rockworm, Sirocco Caverns: Level 2, Cave of the Burrowing Horror: Level 2, Cave of the Betrayer: Level 2, The Ruins: Level 2, Vile Cavern: Level 2, Vault of the Assassin, The Forgotten Ruins

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	18	125	87-130	415-539	911-1035	211-335
Nightmare	39	460	1352-2029	11K-14K	24K-27K	5452-8659
Hell	55	1300	8512-13K	95K-123K	208K-237K	48K-76K
Inferno	62	1600	49K-74K	705K-915K	1547K-1757K	358K-568K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	67	Physical
Nightmare	654	
Hell	4182	
Inferno	40K	

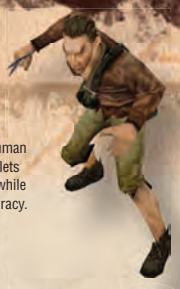
HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	12	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

BRIGAND



ENEMY CLASS: BRIGAND

Brigands roam in the Fields of Misery and the Old Mill areas. These human foes are somewhat weak but highly skilled with the knife. Their agility lets them dodge blows with a quick sideways slide. Brigands can cut you while in close, but they can also fling knives from a distance with great accuracy.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: The Old Mill, Fields of Misery

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	6	65	32-42	142-184	310-352	74-116
Nightmare	32	320	890-1187	6650-8621	15K-17K	3448-5419
Hell	51	1100	6203-8270	65K-84K	142K-161K	34K-53K
Inferno	61	1600	24K-32K	329K-426K	718K-815K	170K-268K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	25	Physical
Nightmare	372	
Hell	3073	
Inferno	14K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	15	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

BROOD HATCHLING

MONSTER CLASS: SPIDERLING

This variant of newly hatched spider is speedy and swarming. Its green and red coloration is gorgeous to behold, but it may be the last thing you ever see. They have just one strike: a quick, lunging, poisonous bite. Brood Hatchlings are typically met in numbers that makes engaging them dangerous business; area attacks with knockback can help you manage an encounter.

MOVEMENT SPEED: Very Fast
KNOCKBACK DISTANCE: Very Short
LIKELY LOCATIONS: The Storm Halls, Halls of Dusk, Vile Cavern, Flooded Cave: Levels 1-2

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	20	135	25-41	504-668	1160-1324	217-381
Nightmare	41	500	350-584	12K-16K	27K-31K	5134-9008
Hell	56	1350	2055-3425	98K-130K	226K-258K	42K-74K
Inferno	62	1600	11K-18K	647K-858K	1489K-1699K	279K-489K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	124	Poison
Nightmare	1354	
Hell	7687	
Inferno	66K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

BURROWING LEAPER

MONSTER CLASS: SCAVENGER

Like its Scavenger cousins, the Burrowing Leaper is a hyperactive beast, burrowing obsessively between quick, sudden bursts of hostility. This speedy creature features a basic set of melee attacks: a quick bite or a vertical claw slash from very close range, plus a special Leap attack that strikes from further away. The Leaper also uses its special burrowing ability to surprise its prey or escape pressure when attacked.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Medium/Far
LIKELY LOCATIONS: Southern Highlands, Highlands Crossing, Fields of Misery, Lost Mine: Levels 1-2, Scavenger's Den: Levels 1-2

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	9	40	28-56	125-162	273-310	65-102
Nightmare	33	170	798-1596	5961-7727	13K-15K	3091-4857
Hell	52	575	6203-12K	65K-84K	142K-161K	34K-53K
Inferno	61	800	24K-49K	329K-426K	718K-815K	170K-268K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	22	Physical
Nightmare	346	
Hell	3073	
Inferno	14K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	15	20	Death

SPECIAL ATTACKS & ABILITIES

LEAP

The Burrowing Leaper occasionally uncorks a leaping, open-mouthed lunge that can strike from several yards away. Don't get complacent when the creature emerges from the ground out of close melee range!

BURROW

The Burrowing Leaper is named for its propensity to burrow suddenly underground, then pop up unexpectedly nearby when you approach the spot where it dug in.

CARRION BAT

MONSTER CLASS: BAT

The Carrion Bat is the archetype of its class. This bat's basic attack is a jab with its electrified anterior stinger. After a sting or two, the Carrion Bat flaps away to a safe distance, bides its time, and then swoops in again for more Lightning-infused jabs. Carrion Bats are spawned from Carrion Nests; find and destroy these bat factories if you want to clear an area of this pest.

MOVEMENT SPEED: Slow/Medium
KNOCKBACK DISTANCE: Very Far
LIKELY LOCATIONS: Den of the Fallen: Level 1, Cathedral: Levels 1-2, 4, Defiled Crypt

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	4	41.25	8-14	43-56	95-108	21-34
Nightmare	31	225	508-889	4640-6046	10K-12K	2250-3656
Hell	51	825	4201-7351	54K-70K	119K-135K	26K-42K
Inferno	61	1200	19K-34K	321K-419K	711K-808K	156K-253K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	7	Lightning
Nightmare	198	
Hell	1838	
Inferno	9020	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	6	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

CARRION NEST

MONSTER CLASS: BAT (NEST)

This living nest-creature spawns the basic Carrion Bat. The Carrion Nest produces bats until a total of eight flyers are in the air. Every time you kill a bat, the nest automatically spawns another one, trying to keep eight (and no more) Carrion Bats actively flying at all times. If you want to clear an area of bats, target the nests.

MOVEMENT SPEED: n/a
KNOCKBACK DISTANCE: n/a
SPAWN LIMIT: 8 at a time
LIKELY LOCATIONS: Den of the Fallen: Level 1

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	4	82.5	39-52	59-72	111-124	52-65
Nightmare	31	450	2541-3388	6327-7733	12K-13K	5624-7030
Hell	51	1650	21K-28K	73K-90K	139K-155K	65K-82K
Inferno	61	2400	97K-130K	438K-535K	827K-925K	389K-487K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	14	Physical
Nightmare	397	
Hell	3677	
Inferno	18K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	80	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

CAVE WING

MONSTER CLASS: BAT

The Cave Wing is a yellow-winged bat whose basic attack is an electrified jab with its anterior stinger. After a stab or two, the bat flaps away to a safe distance, bides its time, and then swoops in again for more Lightning-infused jabs. Unlike other bats, Cave Wings are not spawned from nests, but rather emerge from holes in the Sirocco Caverns.

MOVEMENT SPEED: Slow/Medium
KNOCKBACK DISTANCE: Very Far
LIKELY LOCATIONS: Sirocco Caverns: Level 1

APPEARS IN ACTS II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	15	82.5	36-73	261-342	585-666	119-200
Nightmare	37	315	717-1434	8528-11K	19K-22K	3900-6545
Hell	54	937.5	4837-9673	81K-106K	181K-206K	37K-62K
Inferno	62	1200	32K-63K	679K-889K	1521K-1731K	310K-521K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	70	Lightning
Nightmare	686	
Hell	5045	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

CHARGED CONSTRUCT

MONSTER CLASS: SKELETON MAGE

This is essentially the same electrified skeletal mage as the Shock Guardian, but at a higher level with far more HP. The Charged Construct is partially immune to Lightning damage, and his long-range Lightning Shot fires a blast of shocking electricity. The Construct has no real melee attack, but fires his electric bolts at close range, too… where they are nearly impossible to avoid.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Short/Medium
LIKELY LOCATIONS: Halls of Dusk, The Storm Halls, The Unknown Depths

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	22	145	86-171	685-899	1541-1755	310-524
Nightmare	42	520	1024-2049	14K-18K	31K-35K	6164-10K
Hell	56	1350	5480-11K	102K-134K	230K-262K	46K-78K
Inferno	62	1600	28K-56K	673K-884K	1515K-1726K	305K-516K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	118	Lightning
Nightmare	1198	
Hell	6149	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

LIGHTNING SHOT

The Charged Construct delivers a charged blast of Lightning with long range accuracy. The shot moves fairly quickly, but the Construct telegraphs it with an exaggerated inhalation-like prelude that gives you a couple of seconds to move out of the shot's trajectory.

CHILLING CONSTRUCT

MONSTER CLASS: SKELETON MAGE

Like its cousin the Frost Guardian, the Chilling Construct has an immunity to Cold damage. His medium-range Ice Shot launches a trio of frigid ice bolts—each can chill the Hero, turning him blue and slowing his movement. The Construct has no real melee attack, but he'll sling his ice bolts at close range.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Short/Medium
LIKELY LOCATIONS: Halls of Dusk, The Storm Halls, The Unknown Depths

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	20	135	123-246	554-718	1210-1374	287-451
Nightmare	41	500	1751-3501	13K-17K	29K-32K	6780-11K
Hell	56	1350	10K-21K	108K-140K	235K-267K	56K-88K
Inferno	62	1600	53K-105K	710K-921K	1552K-1763K	368K-579K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	99	Cold
Nightmare	1083	
Hell	6149	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	15	20	Death

SPECIAL ATTACKS & ABILITIES

ICE SHOT

Regardless of range, the Chilling Construct flings three ice bolts in a single toss that spread apart as they travel; at close range he can hit you with all three! These projectiles inflict Cold damage, and they also Chill you if they hit, slowing you briefly. The bolts don't travel very fast, making them easy to avoid at a distance.

COLOSSAL GOLGOR

MONSTER CLASS: COLOSSAL GOLGOR

This hulking, thousand-pound melee monstrosity roams the areas around the Arreat Crater. The Colossal Golgor wields massive twin maces that are formidable enough individually, but really hurt when hammered together on either side of your head. Watch out for his double-mace uppercut, as well. Its knockback force can send you flying. Note that the Colossal Golgor is immune to the Knockback effect in return, so forget about attacks that rely on that ability.

MOVEMENT SPEED: Very Slow
KNOCKBACK DISTANCE: Immune
LIKELY LOCATIONS: Rakkis Crossing, Arreat Crater: Levels 1-2, Skycrown Battlements

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	25	400	1096-1409	1487-1800	2739-3052	1409-1722
Nightmare	45	1450	12K-15K	27K-32K	49K-55K	25K-31K
Hell	58	3625	61K-79K	193K-234K	356K-397K	183K-224K
Inferno	63	4000	428K-550K	1743K-2110K	3211K-3578K	1651K-2018K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	355	Physical
Nightmare	3194	
Hell	15K	
Inferno	227K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	90	20	Death

SPECIAL ATTACKS & ABILITIES

MACE SMASH

The Colossal Golgor likes to smash his two maces together on his foe in a concussive explosion that deals serious damage.

KNOCKBACK UPPERCUT

With a swift upswing, the Colossal Golgor brings both maces up beneath your chin for a painful double strike that inflicts damage and knocks you backward.

CORPSE WORM

MONSTER CLASS: WORM

Huge swarms of slimy, disgusting worms come wriggling out of the bloated Grotesque when that corpulent creature is destroyed. These Corpse Worms are hostile and attack in groups of three. They tend to be weak and easy to kill, however.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Very Far
LIKELY LOCATIONS: Cathedral: Level 1, Defiled Crypt, The Weeping Hollow

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	2	33.75	21-46	137-179	305-347	63-105
Nightmare	31	225	594-1306	6404-8374	14K-16K	2956-4926
Hell	51	825	4135-9097	63K-82K	140K-159K	29K-48K
Inferno	61	1200	16K-36K	316K-414K	706K-803K	146K-243K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	66	Physical
Nightmare	992	
Hell	8194	
Inferno	36K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

CORRUPT VESSEL

(SEE ALSO: TORMENTED THRALL)

MONSTER CLASS: DARK VESSEL

The Corrupt Vessel appears in Alcarnus in Act 2 where he has but one function—to complete a grim transformation into a Tormented Thrall. (See "Tormented Thrall" in this Bestiary.) When you come across a Corrupt Vessel, the possessed priest is chanting and rhythmically pounding his staff on the ground. Kill him quickly, while he's defenseless! If you don't, he transforms into a massive malformed fiend once he strikes the ground seven times.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Alcarnus

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	17	120	54-70	351-459	783-891	162-270
Nightmare	39	460	966-1256	10K-14K	23K-26K	4811-8018
Hell	55	1300	6080-7904	92K-120K	205K-234K	42K-71K
Inferno	62	1600	35K-46K	684K-894K	1526K-1736K	316K-526K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	141	Physical
Nightmare	1372	
Hell	10K	
Inferno	106K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

CORRUPTED ANGEL

MONSTER CLASS: ANGEL

The Corrupted Angel is a crafty foe with many ways to hurt you. Protected by the encircling glow of its Unholy Shield (triggered when you inflict damage), the twisted entity moves ponderously as it stalks you, unleashing mighty hammer strikes infused with a random selection of elemental damages. But once you're lulled into its deliberate rhythms, the angel suddenly unleashes its Dark Dash attack, piercing you with a burst of dark power.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: Gardens of Hope: Tiers 1, 3, The Silver Spire: Levels 1-3

APPEARS IN ACT IV

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	29	180	382-636	1718-2227	3754-4263	891-1400
Nightmare	49	660	3617-6029	27K-35K	59K-67K	14K-22K
Hell	60	1550	16K-27K	171K-221K	373K-424K	89K-139K
Inferno	63	1600	92K-153K	1239K-1605K	2706K-3073K	642K-1009K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effects
Normal	295	Physical
Nightmare	2297	
Hell	9279	
Inferno	113K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	15	20	Death

SPECIAL ATTACKS & ABILITIES

SPECTRAL HIT

Wielding its unholy hammer, the Corrupted Angel patiently circles and takes great glowing swings that explode with random elemental damage, as well as basic physical damage.

UNHOLY SHIELD

Whenever you strike the Corrupted Angel with an attack infused with elemental damage, the angel evokes a spherical shield around itself that provides strong resistance to that specific damage type for a short period of time. Be sure to mix up your attacks!

DARK DASH

The Corrupted Angel randomly rockets through your position with lightning speed when you get outside of its hammer range.

CRAWLING TORSO

MONSTER CLASS: RISEN DEAD

When you kill either one of the bloated, staggering zombies known as the Walking Corpse, there's a chance the monster's fallen form will tear apart. (For more, see "Walking Corpse" in this Bestiary.) If this happens, the head and torso chunk continues to pursue you relentlessly. This Crawling Torso can slash with its hands or bite you.

MOVEMENT SPEED: Very Slow
KNOCKBACK DISTANCE: Very Far
LIKELY LOCATIONS: The Cave Under the Well, Decaying Crypt: Level 1, The Hidden Cellar, Musty/Dank/Damp/Dark Cellars, The Old Ruins, Old Tristram Road, Mass Grave, The Weeping Hollow, Cathedral: Level 1

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	1	20	1-3	16-21	36-41	7-12
Nightmare	31	150	212-424	4394-5800	10K-11K	1933-3339
Hell	51	550	1750-3501	51K-67K	116K-133K	22K-39K
Inferno	61	800	8111-16K	304K-402K	694K-791K	134K-231K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	8	Physical
Nightmare	317	
Hell	2941	
Inferno	14K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

CRAZED CULTIST

MONSTER CLASS: DARK CULTIST

The Cultist is found throughout Act 2, coming in three variants which differ slightly in level, stats, and clothing color. All Cultists wield the same ornate knife-blade and hit you with the same pair of melee slashes. Crazed Cultists don't move much—they simply stand toe to toe with you and exchange strikes—so they're easy foes to target.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: Road to Alcarnus, Abandoned Cellar, Deserted Cellar, Alcarnus, Stinging Winds, Sandy Cellar, Hidden Conclave

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	16	115	47-94	306-400	682-776	141-235
Nightmare	38	440	878-1755	9468-12K	21K-24K	4370-7283
Hell	54	1250	5374-11K	81K-106K	182K-207K	38K-63K
Inferno	62	1600	35K-70K	684K-894K	1526K-1736K	316K-526K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	38	Physical
Nightmare	388	
Hell	2523	
Inferno	26K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

CRAZED SUMMONER

MONSTER CLASS: DARK SUMMONER

The powerful Crazed Summoner can hurt you in three different ways. First, his melee attack—a simple punch—inflicts Physical damage. Second, his ranged attack features a blistering, Fire-infused projectile that can strike from long distances. Finally, the Summoner can call up a small pack of purple Frenzied Hellions, up to three on the field at a time, with no more than 10 total summoned.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Medium
SUMMON LIMIT: 10 Hellions
LIKELY LOCATIONS: Alcarnus Cellar, Sandy Cellar, Town Cellar, Hidden Conclave, Secret Altar

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	17	180	81-162	365-473	797-905	189-297
Nightmare	39	690	1449-2898	11K-14K	24K-27K	5612-8820
Hell	55	1950	9120-18K	96K-124K	209K-237K	50K-78K
Inferno	62	2400	53K-105K	710K-921K	1552K-1763K	368K-579K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	63	Physical
Nightmare	654	
Hell	4182	
Inferno	40K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	15	20	Death

SPECIAL ATTACKS & ABILITIES

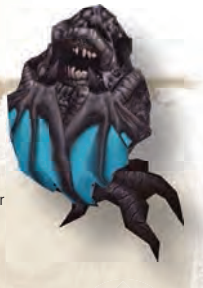
SUMMON HELLION

Every few seconds during a fight, the Crazed Summoner calls forth a Frenzied Hellion to attack you. No more than three summoned hellions can be on the field at a time, and each one has a short lifespan of about 30 seconds. The Summoner can conjure only beasts at range; he won't call up hellions when in melee distance.

FIREBALL

At longer ranges, the Crazed Summoner can conjure up a flaming sphere and sling it at the Hero to inflict Fire-infused damage.

CURSED NEST



MONSTER CLASS: BAT (NEST)

This living nest-creature spawns the blue-winged Vile Hellbat. The Cursed Nest produces Vile Hellbats until a total of three are in the air. Every time you kill a bat, the nest automatically spawns another one, trying to keep three (and no more) Hellbats actively flying at all times. If you want to clear an area of bats, target the Cursed Nests.

MOVEMENT SPEED: n/a
KNOCKBACK DISTANCE: n/a
SPAWN LIMIT: 3 at a time
LIKELY LOCATIONS: Northern Highlands

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	13	150	186-248	279-341	527-589	248-310
Nightmare	35	570	3921-5228	9763-12K	18K-21K	8678-11K
Hell	53	1800	28K-38K	99K-121K	187K-209K	88K-110K
Inferno	61	2400	97K-130K	438K-535K	827K-925K	389K-487K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	51	Physical
Nightmare	522	
Hell	4553	
Inferno	18K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	80	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

DARK BERSERKER

MONSTER CLASS: DARK BERSERKER

The Dark Berserker tries to hammer the Hero with his heavy battle mace, swinging it in huge heinous swipes. He also lopes and hops around your position, looking for a flank attack. His mighty, glowing Berserk Slam hits with extra power, but sometimes leaves your foe in a compromising position.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Highlands Cave, Halls of Agony: Levels 1-3, Highlands Passage

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	10	127.5	324-405	405-486	729-810	405-486
Nightmare	34	540	6372-7965	13K-16K	24K-26K	13K-16K
Hell	52	1725	43K-54K	125K-150K	225K-250K	125K-150K
Inferno	61	2400	281K-351K	1052K-1263K	1894K-2105K	1052K-1263K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	70	Physical
Nightmare	686	
Hell	5045	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	20	20	Death

SPECIAL ATTACKS & ABILITIES

BERSERK SLAM

Occasionally, the Dark Berserker rears back, his battle mace glows orange, and he unleashes an overhead slam that inflicts heavy damage and knockback force. But if you manage to dodge or run to avoid the slam, the Berserker strikes the ground instead and his mace gets stuck there for a few moments. Take advantage of this to get in some free hits.

DARK CONJURER

MONSTER CLASS: DARK SUMMONER

You encounter the powerful, purple-hooded Dark Conjurer only in Hadi's Claim Mine. This summoner can hurt you in three different ways. First, his melee attack—a simple punch—inflicts Physical damage. Second, his ranged attack features a blistering, Fire-infused projectile that can strike from long distances. Finally, the Dark Conjurer can call up a small pack of purplish Vicious Hellions, up to three on the field at a time, with no more than 10 total summoned.(See "Vicious Hellion" in this Bestiary.)

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Medium
SUMMON LIMIT: 10 Hellions
LIKELY LOCATIONS: Hadi's Claim Mine

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	17	180	81-162	365-473	797-905	189-297
Nightmare	39	690	1449-2898	11K-14K	24K-27K	5612-8820
Hell	55	1950	9120-18K	96K-124K	209K-237K	50K-78K
Inferno	62	2400	53K-105K	710K-921K	1552K-1763K	368K-579K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	104	Arcane Physical
Nightmare	1091	
Hell	6971	
Inferno	66K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	15	20	Death

SPECIAL ATTACKS & ABILITIES

SUMMON HELLION

Every few seconds during a fight, the Dark Conjurer calls up a Vicious Hellion to attack you. No more than three summoned hellions can be on the field at a time, and each one has a short lifespan of about 30 seconds. The Conjurer can only summon beasts at range; he won't call up hellions when at melee distance.

FIREBALL

At longer ranges, the Dark Conjurer can summon up a flaming sphere and sling it at the Hero to inflict Fire-infused damage.

DARK CULTIST

MONSTER CLASS: DARK CULTIST

The Dark Cultist class is seemingly everywhere in Act 2, coming in three variants which differ in level, stats, and clothing color. All cultists wield the same ornate knife-blade and hit you with the same pair of melee slashes. Dark Cultists don't move much—they simply stand toe to toe with you and exchange strikes—so they're easy foes to target.

MOVEMENT SPEED: Medium/Fast
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Highlands Cave, Leoric's Manor, Leoric's Hunting Grounds, The Lyceum, Watch Tower: Level 1, Halls of Agony: Levels 1-3, Highlands Passage, Khazra Den

APPEARS IN ACTS I, II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	7	70	27-54	176-230	392-446	81-135
Nightmare	32	320	654-1307	7051-9221	16K-18K	3254-5424
Hell	51	1100	4727-9454	72K-94K	160K-182K	33K-55K
Inferno	61	1600	16K-32K	316K-414K	706K-803K	146K-243K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	22	Physical
Nightmare	261	
Hell	2276	
Inferno	9020	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

DARK GREATER VESSEL

(SEE ALSO: MALIGNANT THRALL)

MONSTER CLASS: DARK VESSEL

The Dark Greater Vessel appears in a single cellar in Act 2 where he has but one function—to complete a grim transformation into a Malignant Thrall. (See "Malignant Thrall" in this Bestiary.) When you come across a Greater Vessel, the crazed priest is chanting and rhythmically pounding his staff on the ground. Kill him quickly, while he's defenseless! If you don't, he will transform into a huge fiend once he strikes the ground seven times.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Deserted Cellar

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	12	95	27-35	176-230	392-446	81-135
Nightmare	35	380	654-850	7051-9221	16K-18K	3254-5424
Hell	53	1200	4727-6145	72K-94K	160K-182K	33K-55K
Inferno	61	1600	16K-21K	316K-414K	706K-803K	146K-243K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	11	Physical
Nightmare	131	
Hell	1138	
Inferno	4510	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

DARK HELLION

MONSTER CLASS: HELLION

These bluish, emaciated creatures are called up from the depths of hell onto the battlefield by yellow-robed Dark Summoners. The Dark Hellion fights like a rabid dog, lunging rapidly with its fierce jaws. Once summoned, each hellion has a lifespan of roughly 30 seconds.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: The Lyceum, Halls of Agony: Levels 2-3, Leoric's Hunting Grounds

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	13	75	62-124	217-279	465-527	124-186
Nightmare	35	285	1307-2614	7594-9763	16K-18K	4339-6509
Hell	53	900	9454-19K	77K-99K	165K-187K	44K-66K
Inferno	61	1200	32K-65K	341K-438K	730K-827K	195K-292K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	13	Physical
Nightmare	131	
Hell	1138	
Inferno	4510	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

DARK MOON CLAN IMPALER

MONSTER CLASS: KHAZRA

This spear-wielding goatman is a ranged foe—he keeps his distance, flinging missiles from afar. Impalers keep throwing spears in quick succession until you move, then they circle a few times, attacking from other angles. Dark Moon Clan Impalers have no melee attack, but they can hit you from short range with a spear toss.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: Cave of the Moon Clan: Levels 1-2, Southern Highlands, Northern Highlands, Highlands Passage, Highlands Crossing, Leoric's Hunting Grounds

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	13	100	37-74	205-267	453-515	99-161
Nightmare	35	380	784-1568	7160-9329	16K-18K	3471-5641
Hell	53	1200	5672-11K	73K-95K	161K-183K	35K-57K
Inferno	61	1600	19K-39K	321K-419K	711K-808K	156K-253K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	51	Physical
Nightmare	522	
Hell	4553	
Inferno	18K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	6	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

DARK MOON CLAN SHAMAN

MONSTER CLASS: KHAZRA

This powerful goatman isn't just a magic slinger—his staff is a deadly melee weapon too, and he hammers you with a swift head-butt if you get too close. But if you keep your distance, the Dark Moon Clan Shaman targets you with his most dangerous attack: an Ice Orb.

MOVEMENT SPEED: Medium/Fast
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Highlands Passage, Southern Highlands, Highlands Crossing, Northern Highlands

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	9	80	56-102	139-176	287-324	93-130
Nightmare	33	340	1596-2926	6623-8390	14K-15K	4416-6182
Hell	52	1150	12K-23K	72K-92K	149K-169K	48K-67K
Inferno	61	1600	49K-89K	365K-462K	754K-852K	243K-341K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	22	Physical
Nightmare	346	
Hell	3073	
Inferno	14K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	45	20	Death

SPECIAL ATTACKS & ABILITIES

ICE ORB

At long range, the Dark Moon Clan Shaman targets you with his Ice Orb attack. As the shaman summons the orb, a glowing blue aura surrounds him, giving you fair warning. Once conjured, the dark orb zigzags toward your position and hits with a debilitating explosion that inflicts Cold damage and slows you down with the Chill effect. When you see the shaman's glowing aura, hurry away from your current position!

DARK MOON CLAN WARRIOR

MONSTER CLASS: KHAZRA

This tough melee goatman wields a fearsome two-handed axe that he swings from either direction, left or right. Step back when you see the monster wind up to swing. The Dark Moon Clan Warrior can also unleash a rapid head-butt, inflicting bloody physical damage with its horns.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Cave of the Moon Clan: Levels 1-2, Highlands Passage, Southern Highlands, Highlands Crossing, Northern Highlands, Leoric's Hunting Grounds

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	13	100	78-140	225-287	473-535	140-202
Nightmare	35	380	1634-2941	7865-10K	17K-19K	4882-7051
Hell	53	1200	12K-21K	80K-102K	168K-190K	50K-72K
Inferno	61	1600	41K-73K	353K-450K	742K-840K	219K-316K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	51	Physical
Nightmare	522	
Hell	4553	
Inferno	18K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	38	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

DARK SKELETAL ARCHER

MONSTER CLASS: SKELETON

You encounter Dark Skeletal Archers in Warrior's Rest during Act 1. They can strike from great range with a constant stream of arrows. Return fire with a ranged counterattack while sliding side to side, or weave in close for a melee strike. Beware, though: skeleton archers fire away even at close range… and as you approach, their arrows reach you faster.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: Warrior's Rest

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	10	63.75	25-42	139-181	307-349	67-109
Nightmare	34	270	712-1187	6502-8473	14K-16K	3153-5123
Hell	52	862.5	4962-8270	64K-83K	141K-160K	31K-50K
Inferno	61	1200	19K-32K	321K-419K	711K-808K	156K-253K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	16	Physical
Nightmare	248	
Hell	2049	
Inferno	9020	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	6	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

DARK SKELETAL BOWMAN

MONSTER CLASS: SKELETON

Deployed in the Keep Depths and Battlefield Stores of Act 3, these dark archers can strike from considerable range with a steady stream of arrows. Hit back quickly with your ranged counterattack while moving side to side, or zigzag in close for a melee strike. Careful, though: like all skeleton archers, the Dark Skeletal Bowman keeps firing even when you're close… and as you close the distance, arrows reach you faster.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: The Keep Depths: Levels 1-3, Battlefield Stores: Level 1

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	25	120	188-313	1033-1346	2285-2598	501-814
Nightmare	45	435	2023-3372	18K-24K	41K-46K	8956-15K
Hell	58	1087.5	10K-17K	134K-175K	297K-338K	65K-106K
Inferno	63	1200	73K-122K	1211K-1578K	2679K-3046K	587K-954K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	89	Physical
Nightmare	798	
Hell	3777	
Inferno	57K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	6	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

DARK SUMMONER

MONSTER CLASS: DARK SUMMONER

The yellow-hooded Dark Summoner can hurt you in three different ways. First, his melee attack—a simple punch—inflicts Physical damage. Second, his ranged attack features a blistering, Fire-infused projectile that can strike from long distance. Finally, the Dark Summoner can call up a small pack of bluish Dark Hellions, up to three on the field at a time, with no more than 10 total summoned. (See "Dark Hellion" in this Bestiary.)

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Medium
SUMMON LIMIT: 10 Hellions
LIKELY LOCATIONS: Highlands Cave, Highlands Passage, Cathedral: Levels 1-2, 4, Leoric's Manor, Leoric's Hunting Grounds, The Lyceum, Watch Tower: Levels 1-2, Halls of Agony: Levels 1-3, Sundered Canyon

APPEARS IN ACTS I, II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	7	105	49-77	109-137	221-249	77-105
Nightmare	32	480	1664-2615	6117-7696	12K-14K	4341-5920
Hell	51	1650	12K-19K	63K-80K	128K-145K	45K-61K
Inferno	61	2400	57K-89K	377K-475K	767K-864K	268K-365K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	22	Fire Physical
Nightmare	429	
Hell	3677	
Inferno	18K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	15	20	Death

SPECIAL ATTACKS & ABILITIES

SUMMON HELLION

Every few seconds during a fight, the Dark Summoner calls up a Dark Hellion to attack you. No more than three summoned hellions can be on the field at a time, and each one has a short lifespan of about 30 seconds. The Summoner can only conjure beasts at range; he won't call up hellions when at melee distance.

FIREBALL

At longer ranges, the Dark Summoner can conjure up a flaming sphere and sling it at the Hero to inflict Fire-infused damage.

DARK VESSEL
(SEE ALSO: UNHOLY THRALL)

MONSTER CLASS: DARK VESSEL

The Dark Vessel has one simple function—to complete a grisly transformation into a powerful Unholy Thrall. (See "Unholy Thrall" later in this Bestiary.) When you come across a Vessel, the unfortunate hell-priest is chanting and rhythmically pounding his staff on the ground. Kill him quickly, while he's defenseless! If you don't, he will transform into a huge fiend once he strikes the ground seven times.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Highlands Cave, Halls of Agony: Levels 1-3, Leoric's Manor

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	13	100	31-40	202-264	450-512	93-155
Nightmare	35	380	654-850	7051-9221	16K-18K	3254-5424
Hell	53	1200	4727-6145	72K-94K	160K-182K	33K-55K
Inferno	61	1600	16K-21K	316K-414K	706K-803K	146K-243K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	13	Physical
Nightmare	131	
Hell	1138	
Inferno	4510	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

DARK ZEALOT

MONSTER CLASS: DARK CULTIST

The Dark Zealot is found only in Hadi's Claim Mine in Act 2. Like his brethren, the Dark Cultist, the zealot wields an ornate knife-blade and hits you with a pair of melee slashes. Dark Zealots don't move much—they simply stand toe to toe with you and exchange strikes—so they're easy foes to target.

MOVEMENT SPEED: Medium/Fast
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Hadi's Claim Mine

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	10	85	54-108	351-459	783-891	162-270
Nightmare	34	360	966-1932	10K-14K	23K-26K	4811-8018
Hell	52	1150	6080-12K	92K-120K	205K-234K	42K-71K
Inferno	61	1600	35K-70K	684K-894K	1526K-1736K	316K-526K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	42	Physical
Nightmare	436	
Hell	2788	
Inferno	26K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

DARKSKY FIRE DEMON

MONSTER CLASS: DEMONIC HELLFLYER

Although this creature is a "flyer," it doesn't fly much. After its initial swoop down from the sky, the Darksky Fire Demon simply gallops in circles around you, stopping every few seconds to expel a deadly fireball, then occasionally running directly away. If you manage to get close, the demon jabs and slashes you with its razor-sharp tusks and claws, then hustles away to continue.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Very Far
LIKELY LOCATIONS: Gardens of Hope: Tiers 2-3

APPEARS IN ACT IV

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	29	180	509-764	1782-2291	3818-4327	1018-1527
Nightmare	49	660	4823-7235	28K-36K	60K-68K	16K-24K
Hell	60	1550	22K-33K	177K-228K	380K-430K	101K-152K
Inferno	63	1600	122K-183K	1284K-1651K	2752K-3119K	734K-1101K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	148	Physical
Nightmare	1148	
Hell	4639	
Inferno	57K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

FIREBALL

The Darksky Fire Demon can spit a blistering, Fire-infused sphere at its foes from long range. The fireball is slow-moving, however, so you can dodge it fairly easily, even at closer ranges.

DEATHLY HAUNT

MONSTER CLASS: GHOST

This entity is ubiquitous in Act 2. The Deathly Haunt drifts in for a series of melee slashes with its blade-like appendages. After one to four hits, the ghost withdraws offscreen, pauses a few seconds, then darts in close again for another attack. This greenish apparition generally dashes straight back at you from the direction of its tactical retreat, but it occasionally circles to a new attack angle.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Chamber of the Lost Idol, The Veiled Treasure, Vault of the Assassin, The Forgotten Ruins, The Fowl Lair, The Ruins: Levels 1-2, The Crumbling Vault, Mysterious Cave: Levels 1-2,

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	17	90	81-162	365-473	797-905	189-297
Nightmare	39	345	1449-2898	11K-14K	24K-27K	5612-8820
Hell	55	975	9120-18K	96K-124K	209K-237K	50K-78K
Inferno	62	1200	53K-105K	710K-921K	1552K-1763K	368K-579K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	42	Physical
Nightmare	436	
Hell	2788	
Inferno	26K	

HEALTH GLOBES

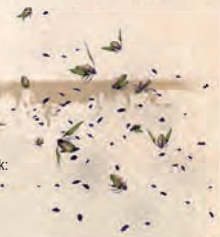
Rank	Drop %	Globe Size	Drops When?
Normal	15	20	Death

SPECIAL ATTACKS & ABILITIES

SOUL SIPHON

The Deathly Haunt can smite you with a ghostly chill using its Soul Siphon ability. This slows your hero for a few seconds, increasing your vulnerability to the Haunt's deadly melee slashes.

DEATH SWARM



MONSTER CLASS: SWARM

Death Swarms buzz around the Halls of Dusk. These annoying clouds of voracious gray insects employ the standard "circle-strafe" method of attack: they relentlessly circle the Hero, swooping in to bite occasionally, slowly sapping away vitality in little chunks of flesh. Swarms are hard to shake, but try to distance yourself for a ranged counterattack if you can.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: Halls of Dusk

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	22	145	171-342	728-942	1584-1798	385-599
Nightmare	42	520	2049-4098	14K-19K	31K-36K	7652-12K
Hell	56	1350	11K-22K	109K-140K	236K-268K	57K-89K
Inferno	62	1600	56K-112K	716K-926K	1557K-1768K	379K-589K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	118	Physical
Nightmare	1198	
Hell	6149	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	18	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

DEATHSPITTER

MONSTER CLASS: RISEN DEAD

This red-haired beauty empties her rancid stomach contents to spew vomitous missiles at you and produce zombie attackers (see "Decayer" in this Bestiary). The Deathspitter, being averse to melee engagements, will run when you approach. Chase her down before she can spit up more Decayers!

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Decaying Crypt: Level 2

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	10	85	42-84	147-189	315-357	84-126
Nightmare	34	360	1187-2374	6896-8867	15K-17K	3941-5911
Hell	52	1150	8270-17K	67K-87K	145K-164K	39K-58K
Inferno	61	1600	32K-65K	341K-438K	730K-827K	195K-292K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	16	Physical
Nightmare	248	
Hell	2049	
Inferno	9020	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

VOMIT SPAWN

The Deathspitter disgorges the contents of her stomach to produce Decayer zombies. She can produce a total of 10, but no more than five Decayers can be on the field at a time.

DEATH SPIT

The Deathspitter can blow chunks of vomit that inflict Physical damage when they strike.

DECAYER

MONSTER CLASS: RISEN DEAD

This hungry zombie moves slowly, but don't let his tortured shuffle lull you into ignoring him. If the Decayer gets in close, his bite and claw-slash hurt, and he's quick enough on the pivot to make it hard to flank him. Wait for him to strike, then counterstrike quickly. Note that the Decayer is also produced from the vomitous spew of the female zombie, the Deathspitter. (See "Deathspitter" in this Bestiary.)

MOVEMENT SPEED: Very Slow
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Decaying Crypt: Levels 1-2

APPEARS IN ACTS I, II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	10	85	32-63	142-184	310-352	74-116
Nightmare	34	360	890-1781	6650-8621	15K-17K	3448-5419
Hell	52	1150	6203-12K	65K-84K	142K-161K	34K-53K
Inferno	61	1600	24K-49K	329K-426K	718K-815K	170K-268K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	33	Physical
Nightmare	496	
Hell	4097	
Inferno	18K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	15	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

DEMONFIRE NIGHTMARE

MONSTER CLASS: NIGHTMARE

The Demonfire Nightmare floats almost placidly… until it suddenly tears open a blackened portal to Hell from which emerge terrible demons of the most powerful sort. The Nightmare defends itself with an electric ranged attack, the Lightning of Unlife. The foul creature also conjures up powerful bone armor to protect itself.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: The Silver Spire: Level 2

APPEARS IN ACT IV

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	29	270	764-1018	1909-2418	3945-4454	1273-1782
Nightmare	49	990	7235-9646	30K-38K	62K-70K	20K-28K
Hell	60	2325	33K-43K	190K-240K	392K-443K	127K-177K
Inferno	63	2400	183K-245K	1376K-1743K	2844K-3211K	917K-1284K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	295	Physical
Nightmare	2297	
Hell	9279	
Inferno	113K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	45	20	Death

SPECIAL ATTACKS & ABILITIES

BONE ARMOR

The Demonfire Nightmare can conjure up Hell-hardened bones that whirl around the sorcerer demon, providing armored protection.

GATEWAY TO HELL

The Nightmare opens a black hole through which it summons great hellbeasts, including such dread creatures as the Mallet Lord, the Oppressor, and the Armored Destroyer.

NIGHTMARE CURSE

At random intervals, the Demonfire Nightmare casts one of four different curses. The Curse of Mud reduces your movement speed to 80 percent; the Curst of Rust reduces your resistance to Physical damage by 50 percent; the Curse of Weakness reduces your damage output by 25 percent; and the Curse of Resistance reduces your elemental resistances by 50 percent.

DEMON RAIDER

MONSTER CLASS: DEMON TROOPER

The Demon Raider is a tougher, higher-level version of the Demon Trooper. Like the Trooper, this monster pounds away with a massive mace, hammering you with grim melee attacks. He's lumbering but relentless, never retreating—once engaged, the Raider stays locked into combat, interspersing mace hits with howls and spitting taunts.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Short/Medium
LIKELY LOCATIONS: The Keep Depths: Level 2, Fortified Bunker, The Foundry: Level 1

APPEARS IN ACTS III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	25	120	235-313	1056-1369	2308-2621	548-861
Nightmare	45	435	2529-3372	19K-24K	41K-47K	9796-15K
Hell	58	1087.5	13K-17K	137K-178K	300K-341K	71K-112K
Inferno	63	1200	92K-122K	1239K-1605K	2706K-3073K	642K-1009K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	133	Physical
Nightmare	1198	
Hell	5665	
Inferno	85K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	1200	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

DEMON TROOPER

MONSTER CLASS: DEMON TROOPER

These hellish shock troops seem to be everywhere in Act 3. The Demon Trooper pounds away with his massive mace, hammering you with grim melee attacks. He's lumbering but relentless, never retreating—once engaged, the trooper stays locked into combat, interspersing mace hits with howls and spitting taunts. Note that the great Demonic Hell Bearer can disgorge Demon Troopers during a fight. (For more, see "Demonic Hell Bearer" in this Bestiary.)

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Short/Medium
LIKELY LOCATIONS: Blessed Chancel, Foundry, Skycrown Battlements, The Barracks, Bastion's Keep Stronghold, Fortified Bunker, Stonefort, Sacellum of Virtue, Battlefield Stores

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	23	112.5	182-243	820-1063	1792-2035	425-668
Nightmare	43	405	2107-2809	16K-20K	34K-39K	8160-13K
Hell	57	1050	12K-15K	121K-157K	264K-300K	63K-99K
Inferno	63	1200	92K-122K	1239K-1605K	2706K-3073K	642K-1009K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	101	Physical
Nightmare	989	
Hell	5074	
Inferno	85K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	15	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

DEMONIC HELL BEARER

MONSTER CLASS: DEMONIC HELL BEARER

This foul gargantuan retches up hostile Demon Troopers, and that's it. The Demonic Hell Bearer has no attack; his sole purpose is to summon hell's forces. Kill the great beast immediately, or face a phalanx of newly-spawned troopers. The Demonic Hell Bearer is immune to Knockback, Fear, Slow, and Charm.

MOVEMENT SPEED: n/a
KNOCKBACK DISTANCE: n/a
SUMMON LIMIT: 3 Demon Troopers on the field at once
LIKELY LOCATIONS: Bastion's Keep Stronghold, Skycrown Battlements, Stonefort

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	22	217.5	1284-1498	1498-1712	2140-2354	1498-1712
Nightmare	42	780	15K-18K	30K-34K	43K-47K	30K-34K
Hell	56	2025	82K-96K	223K-255K	319K-351K	223K-255K
Inferno	62	2400	421K-491K	1473K-1684K	2105K-2315K	1473K-1684K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	118	Physical
Nightmare	1198	
Hell	6149	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	90	20	Death

SPECIAL ATTACKS & ABILITIES

SUMMON TROOPERS

The Demonic Hell Bearer spits out three Demon Troopers right away as you meet. The moment you kill one Demon Trooper, the huge spawner immediately spits out another one, keeping three troopers on the field at any given time.

DEMONIC HELLFLYER

MONSTER CLASS: DEMONIC HELLFLYER

The term "flyer" doesn't quite describe this monster's basic behavior. After its initial swoop down from the sky, the Demonic Hellflyer doesn't fly much—instead, it gallops in circles around you, stopping every few seconds to expel a deadly fireball, then occasionally running directly away. If you manage to get close, the demon slashes you with its claws or razor-sharp tusks. But then it quickly dashes away, preferring to fight a ranged battle.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Very Far
LIKELY LOCATIONS: Fortified Bunker: Levels 1-2, The Barracks: Levels 1-2, Battlefield Stores: Levels 1-2, The Foundry: Levels 1-2, The Keep Depths: Level 2, Skycrown Battlements, Stonefort

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	23	150	243-365	851-1094	1823-2066	486-729
Nightmare	43	540	2809-4214	16K-21K	35K-40K	9326-14K
Hell	57	1400	15K-23K	125K-161K	269K-305K	72K-107K
Inferno	63	1600	122K-183K	1284K-1651K	2752K-3119K	734K-1101K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	68	Physical
Nightmare	660	
Hell	3383	
Inferno	57K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

FIREBALL

The Demonic Hellflyer can spit a blistering, Fire-infused sphere at its foes from long range. The fireball is slow-moving, however, so you can dodge it fairly easily unless you're at close range.

DEMONIC SERPENT

MONSTER CLASS: ROCKWORM

This variety of Rockworm is found only in the Arreat Crater of Act 3. Like all such worms, the Demonic Serpent bursts suddenly from the ground, opens its multi-hinged jaws, and tries to clamp down on the Hero. If you retreat, the beast retracts into the ground. But if you move just a short distance away, it bursts out next to you again for another feeding attempt.

MOVEMENT SPEED (BURROWING): Fast
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Arreat Crater, Levels 1-2

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	28	262.5	681-1226	1703-2157	3519-3973	1135-1589
Nightmare	48	960	6621-12K	27K-35K	57K-64K	18K-26K
Hell	59	2250	30K-53K	173K-219K	357K-403K	115K-161K
Inferno	63	2400	183K-330K	1376K-1743K	2844K-3211K	917K-1284K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	262	Physical
Nightmare	2106	
Hell	8410	
Inferno	113K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	45	20	Death

SPECIAL ATTACKS & ABILITIES

BURROW

If you move a short distance from the Demonic Serpent it retracts back into its hole and burrows underground, hidden from sight… until it suddenly re-emerges right next to you again.

DEMONIC TREMOR

MONSTER CLASS: DEMONIC TREMOR

The Demonic Tremor has a pair of basic melee attacks: a quick sideways swipe with one lobster-like claw, and a thundering, double-clawed ground-pound that sends out a damaging knockback. The great creature also circles slowly around your flank between attacks. His special shield ability adds more difficulty to your attacks. Note that the Demonic Tremor can smash right through many interior doorways as it gives chase.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Very Short
LIKELY LOCATIONS: The Battlefields, Fields of Slaughter, The Bridge of Korsikk, The Keep Depths: Level 3, Fortified Bunker: Level 1, The Foundry: Level 1

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	25	240	1096-1409	1487-1800	2739-3052	1409-1722
Nightmare	45	870	12K-15K	27K-32K	49K-55K	25K-31K
Hell	58	2175	61K-79K	193K-234K	356K-397K	183K-224K
Inferno	63	2400	428K-550K	1743K-2110K	3211K-3578K	1651K-2018K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	266	Physical
Nightmare	2395	
Hell	11K	
Inferno	170K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	75	20	Death

SPECIAL ATTACKS & ABILITIES

SHIELD WALL

The Demonic Tremor clamps its massive claws together into a protective shield for a few seconds when you strike it. Afterwards, the monster glows red with rage and viciously counterattacks.

DERANGED CULTIST

MONSTER CLASS: DARK CULTIST

The Dark Cultist is ubiquitous in Act 2, coming in variants of unique level, stats, and clothing color. Melee cultists wield the same ornate knife-blade and hit you with the same pair of melee slashes. Deranged Cultists don't move much—they simply stand toe to toe with you and exchange strikes—so they're easy foes to target.

MOVEMENT SPEED: Medium/Fast
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Road to Alcarnus, Alcarnus, Alcarnus Cellar, Sandy Cellar, Lair of the Witch, Hidden Conclave, Sundered Canyon, Highlands Passage

APPEARS IN ACTS I, II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	17	120	54-108	351-459	783-891	162-270
Nightmare	39	460	966-1932	10K-14K	23K-26K	4811-8018
Hell	55	1300	6080-12K	92K-120K	205K-234K	42K-71K
Inferno	62	1600	35K-70K	684K-894K	1526K-1736K	316K-526K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	42	Physical
Nightmare	436	
Hell	2788	
Inferno	26K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

DESERT HORNET

MONSTER CLASS: SAND WASP

This red-headed variant of the sand wasp species can dart in close for a jab with its Poison-infused stinger. When it drifts to long range, the Desert Hornet fires a series of green "mini-wasp" projectiles. These bug bombs fly on a straight line and impact with a poisonous green splatter.

MOVEMENT SPEED: Slow/Medium
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Eastern Channel, Desolate Sands

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	20	135	66-131	525-689	1181-1345	238-402
Nightmare	41	500	934-1867	12K-16K	28K-32K	5618-9492
Hell	56	1350	5480-11K	102K-134K	230K-262K	46K-78K
Inferno	62	1600	28K-56K	673K-884K	1515K-1726K	305K-516K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	74	Poison
Nightmare	813	
Hell	4612	
Inferno	40K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

STINGER MISSILES

The Desert Hornet can unleash a stream of four green "mini-wasp" projectiles that target the Hero's position from long range. They fly in a straight line, so get out of their trajectory when you see them coming!

DESICCATED IMP

MONSTER CLASS: DUST IMP

This variant of the Dust Imp species is small but vicious with a toothy, darting attack and swift circling movements. Their speed and tendency to travel in packs make them difficult to target precisely. Desiccated Imps are unique amongst the imp clan in that they burrow up and pop out of the ground when they engage a victim. Keep a wary eye on the sands!

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: The Unknown Depths, The Storm Halls, Halls of Dusk, Desolate Sands

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	20	108	74-148	529-693	1185-1349	242-406
Nightmare	41	400	1050-2101	12K-16K	28K-32K	5715-9589
Hell	56	1080	6165-12K	103K-135K	231K-263K	47K-79K
Inferno	62	1280	32K-63K	679K-889K	1521K-1731K	310K-521K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	50	Physical
Nightmare	542	
Hell	3075	
Inferno	26K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

BURROW

When you get a good distance from Desiccated Imps, they can burrow and wait for you to pass back over their location again, then pop up and resume their attack.

DISEASED BODIES

MONSTER CLASS: ACCURSED (SPAWNER)

This wretched heap of plague-ridden corpses can spawn a total of 10 diseased abominations known as the Betrayed; however, only two Betrayed spawn can be active at any one time. If one Betrayed dies, the pile of Diseased Bodies quickly spews out a replacement monster. After it spawns the tenth Betrayed, the pile automatically explodes into grisly viscera and body parts. The Diseased Bodies pile is immune to Knockback, Fear, Slow, Charm, Freeze, Stun, and Blind.

MOVEMENT SPEED: n/a
KNOCKBACK DISTANCE: n/a
SUMMON LIMIT: 10 total with 2 active at any one time
LIKELY LOCATIONS: Waterlogged Passage

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	17	180	324-432	486-594	918-1026	432-540
Nightmare	39	690	5796-7728	14K-18K	27K-30K	13K-16K
Hell	55	1950	36K-49K	127K-156K	241K-269K	113K-142K
Inferno	62	2400	210K-281K	947K-1157K	1789K-1999K	842K-1052K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	84	Physical
Nightmare	873	
Hell	5577	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	80	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

DISENTOMBED HULK

MONSTER CLASS: UNBURIED

The Disentombed Hulk is a congealed mass of decomposing corpses with a single, relentless purpose—to pound everything not demonic into dusty pancakes. This melee brawler features a thundering ground slam that sends foes flying. The Hulk walks slowly but can turn on a dime, so your best tactic is to dash away from his slam attack then dart back in to strike while the Hulk recovers.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Very Short
LIKELY LOCATIONS: Highlands Cave, Halls of Agony: Levels 1-2, Decaying Crypt: Level 2

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	13	250	310-434	372-434	589-651	372-434
Nightmare	35	950	6535-9149	13K-15K	21K-23K	13K-15K
Hell	53	3000	47K-66K	132K-154K	209K-231K	132K-154K
Inferno	61	4000	162K-227K	584K-681K	925K-1022K	584K-681K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	76	Physical
Nightmare	783	
Hell	6829	
Inferno	27K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	90	20	Death

SPECIAL ATTACKS & ABILITIES

GROUND SLAM

The Disentombed Hulk unleashes a mighty, ground-pounding double-fist slam that inflicts heavy damage plus Knockback, which sends the Hero flying.

DOOM VIPER

MONSTER CLASS: DECEIVER

This slimy deceiver wields a twin-bladed trident with a long reach. His melee attacks are standard: a quick stab or wide slash with the weapon. But his stealth ability sets him apart—the Doom Viper can advance on you invisibly. Target the rippling air where he reappears.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: City of Caldeum, Caldeum Bazaar, Hidden Aqueducts

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	20	135	164-328	574-738	1230-1394	328-492
Nightmare	41	500	2334-4668	14K-17K	29K-33K	7749-12K
Hell	56	1350	14K-27K	112K-144K	239K-271K	64K-96K
Inferno	62	1600	70K-140K	737K-947K	1578K-1789K	421K-631K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	99	Physical
Nightmare	1083	
Hell	6149	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

STEALTH

The Doom Viper can camouflage and slither stealthily close for a sudden melee jab. Watch for the rippling effect in the air near you as he emerges from stealth mode.

DUNE DERVISH

MONSTER CLASS: BLADEDEVIL

The Dune Dervish's swirling attack is hypnotic and eerily beautiful, but don't get caught staring. Anyone sucked into that Lightning-infused whirlwind of blades gets slowed and will bleed health very quickly over several seconds. Stay out of this dangerous creature's attack radius and hit from afar. If you attempt a melee strike, use the very brief window (just 2 or 3 seconds) between each whirlwind action.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: Hadi's Claim Mine

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	19	130	486-540	540-594	621-675	540-594
Nightmare	40	480	12K-13K	22K-24K	25K-27K	22K-24K
Hell	55	1300	94K-104K	220K-242K	253K-275K	220K-242K
Inferno	62	1600	350K-389K	973K-1071K	1119K-1217K	973K-1071K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	43	Physical
Nightmare	522	
Hell	4553	
Inferno	18K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	60	20	Death

SPECIAL ATTACKS & ABILITIES

WHIRLWIND

When the Dune Dervish twirls, it inflicts physical pain infused with Lightning damage. Its target also suffers Slow status while caught within the radius of the entity's spinning blades.

DUNE STINGER

MONSTER CLASS: SAND WASP

This blue-winged variant of the sand wasp species drifts in close for a jab with its Poison-infused stinger. The Dune Stinger also likes to drift out to a distance and fire a series of "mini-wasp" projectiles. These fly in a straight line and impact with a poisonous green splatter.

MOVEMENT SPEED: Slow/Medium
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Tunnels of the Rockworm, Stinging Winds, Road to Alcarnus

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	17	120	43-86	346-454	778-886	157-265
Nightmare	39	460	773-1546	10K-13K	23K-26K	4650-7857
Hell	55	1300	4864-9728	91K-119K	204K-232K	41K-69K
Inferno	62	1600	28K-56K	673K-884K	1515K-1726K	305K-516K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	63	Poison
Nightmare	654	
Hell	4182	
Inferno	40K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

STINGER MISSILES

The Dune Stinger can unleash a stream of four green "mini-wasp" projectiles that target the Hero's position from long range. The poisonous mini-wasps fly in a straight line, so get out of their trajectory when you see them coming!

DUNE THRESHER

MONSTER CLASS: SAND SHARK

Watch for roiling sands as you traverse the desert. The great sand sharks lie burrowed and wait patiently for unsuspecting prey to approach. Their singular attack is a bone-crushing bite, and once a Dune Thresher has spotted you it may tunnel beneath the ground in hungry pursuit.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Stinging Winds, Black Canyon Bridge, Black Canyon Mines, Howling Plateau

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	13	100	162-216	405-513	837-945	270-378
Nightmare	35	380	2898-3864	12K-15K	25K-28K	8018-11K
Hell	53	1200	18K-24K	106K-135K	220K-248K	71K-99K
Inferno	61	1600	105K-140K	789K-1000K	1631K-1841K	526K-737K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	84	Physical
Nightmare	873	
Hell	5577	
Inferno	53K	

HEALTH GLOBES

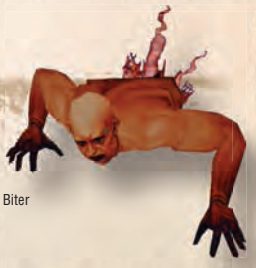
Rank	Drop %	Globe Size	Drops When?
Normal	45	20	Death

SPECIAL ATTACKS & ABILITIES

BURROW

The Dune Thresher doesn't like to lose prey like you. If you withdraw, the Thresher dives beneath the sand and burrows after you.

DUST BITER



MONSTER CLASS: RISEN DEAD

When you kill one of the bloated, staggering desert zombies known as the Dust Eater, there's a chance the monster's fallen form will tear apart. (For more, see "Dust Eater" in this Bestiary.) If this happens, the head/torso section continues to pursue you relentlessly. This Dust Biter can bite you or slash with its hands.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Very Far
LIKELY LOCATIONS: Desolate Sands

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	20	67.5	41-82	513-677	1169-1333	226-390
Nightmare	41	250	584-1167	12K-16K	28K-31K	5327-9202
Hell	56	675	3425-6850	100K-132K	227K-259K	44K-76K
Inferno	62	800	18K-35K	658K-868K	1499K-1710K	289K-500K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	79	Physical
Nightmare	867	
Hell	4920	
Inferno	42K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

DUST EATER

MONSTER CLASS: RISEN DEAD

This staggering, red-skinned zombie roams the Desolate Sands of Act 2. He hits you with two different melee attacks: a quick single-hand slash or a powerful upward thrust with both arms. When you "kill" a Dust Eater his fallen form often rips apart… and suddenly his head and upper torso crawl to the attack! This Dust Biter torso pursues relentlessly, but is weak and easy to kill. (For more, see "Dust Biter" in this Bestiary.)

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: Desolate Sands

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	20	135	328-492	656-820	1312-1476	492-656
Nightmare	41	500	4668-7002	15K-19K	31K-35K	12K-15K
Hell	56	1350	27K-41K	128K-160K	255K-287K	96K-128K
Inferno	62	1600	140K-210K	842K-1052K	1684K-1894K	631K-842K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	149	Physical
Nightmare	1625	
Hell	9224	
Inferno	79K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	60	20	Death

SPECIAL ATTACKS & ABILITIES

TORSO CRAWLER

When you "kill" a Dust Eater, there's a chance that his upper torso will tear itself from the rest of the fallen body and then crawl, trailing strands of entrails, to continue the fight. The crawler torn from a Dust Eater is called a Dust Biter. (See "Dust Biter" in this Bestiary.)

DUST IMP

MONSTER CLASS: DUST IMP

This prototype variant of the Dust Imp species is a small but vicious creature with speedy, darting attacks and swift circling movements. When Dust Imps begin to circle, they toss up their hands and start running and cackling. They have no special abilities, but can be difficult to target precisely. They also tend to travel in packs, so keep them from swarming by using area-wide knockback attacks.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: The Unknown Depths, The Forgotten Ruins, The Storm Halls

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	17	96	49-97	348-456	780-888	159-267
Nightmare	39	368	869-1739	10K-14K	23K-26K	4731-7938
Hell	55	1040	5472-11K	91K-120K	205K-233K	42K-70K
Inferno	62	1280	32K-63K	679K-889K	1521K-1731K	310K-521K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	42	Physical
Nightmare	436	
Hell	2788	
Inferno	26K	

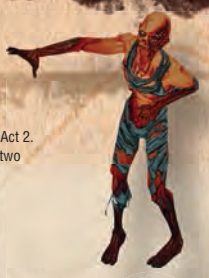
HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

DUST SHAMBLER



MONSTER CLASS: RISEN DEAD

This gaunt, red-skinned zombie shambles over the Desolate Sands of Act 2. He's slow, but single-minded and dangerous. The Dust Shambler has two basic attacks: a lunging bite and a bloody hand slash.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: Desolate Sands

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	20	135	123-246	554-718	1210-1374	287-451
Nightmare	41	500	1751-3501	13K-17K	29K-32K	6780-11K
Hell	56	1350	10K-21K	108K-140K	235K-267K	56K-88K
Inferno	62	1600	53K-105K	710K-921K	1552K-1763K	368K-579K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	99	Physical
Nightmare	1083	
Hell	6149	
Inferno	53K	

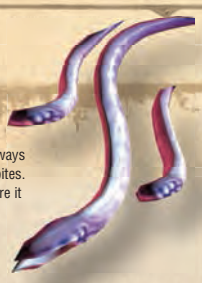
HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	15	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

ELECTRIC EEL



MONSTER CLASS: EEL

Electric Eels are found throughout the tombs and underground waterways of Act 2. This darting menace can give you an electrified zap when it bites. It tends to strike, then slither quickly away, pausing at a distance before it returns for another attack.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Very Far
LIKELY LOCATIONS: Hidden Channel, Hidden Aqueducts, Tomb of Khan Dakab, Tomb of Sardar, Dahlgur Oasis

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	19	97.5	29-114	443-586	1015-1158	193-336
Nightmare	40	360	425-1699	11K-14K	25K-29K	4760-8286
Hell	55	975	2432-9728	88K-116K	201K-229K	38K-67K
Inferno	62	1200	14K-56K	652K-863K	1494K-1705K	284K-495K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	95	Lightning
Nightmare	975	
Hell	5577	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

ELECTRIC ATTACK

The Electric Eel, as its name might suggest, is infused with electricity. Thus, its bite can give you a jolt of Lightning damage.

ENRAGED PHANTOM

MONSTER CLASS: GHOST

This pale apparition floats in close for a series of big swipes with its blade-like appendages. After a few slashing melee hits, it darts away offscreen, pauses a few seconds, then dashes in close again for another attack. Sometimes the Enraged Phantom circles to a new attack angle, but it usually comes straight back at you from the direction of its withdrawal.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: The Festering Woods

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	10	63.75	32-63	142-184	310-352	74-116
Nightmare	34	270	890-1781	6650-8621	15K-17K	3448-5419
Hell	52	862.5	6203-12K	65K-84K	142K-161K	34K-53K
Inferno	61	1200	24K-49K	329K-426K	718K-815K	170K-268K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	16	Physical
Nightmare	248	
Hell	2049	
Inferno	9020	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	15	20	Death

SPECIAL ATTACKS & ABILITIES

SOUL SIPHON

The Enraged Phantom's vicious melee attacks are much more difficult to avoid if the harrowing entity manages to chill your hero with its Soul Siphon ability. The effect slows your hero for a few seconds, making you an easier target for the Phantom's strikes.

ENRAGED ZEALOT

MONSTER CLASS: DARK CULTIST

The Enraged Zealot is first encountered in the Khazra Den of Act 1. All dark cultists who aren't summoners wield the same ornate knife-blade and hit you with the same pair of melee slashes. Enraged Zealots don't move much—they simply stand toe to toe with you and exchange strikes—so they're easy foes to target.

APPEARS IN ACT I

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: Khazra Den

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	10	85	21-42	137-179	305-347	63-105
Nightmare	34	360	594-1187	6404-8374	14K-16K	2956-4926
Hell	52	1150	4135-8270	63K-82K	140K-159K	29K-48K
Inferno	61	1600	16K-32K	316K-414K	706K-803K	146K-243K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	16	Physical
Nightmare	248	
Hell	2049	
Inferno	9020	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

ENSLAVED NIGHTMARE

MONSTER CLASS: NIGHTMARE

The Enslaved Nightmare is a solitary creature that floats almost placidly… until it suddenly tears open a blackened portal to Hell from which emerge terrible demons of the most powerful sort. The Nightmare strikes at will with an electrified ranged attack called the Lightning of Unlife. It also conjures up powerful bone armor to protect itself.

APPEARS IN ACT IV

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: The Silver Spire: Levels 2, 4

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	30	231.25	622-1244	2177-2799	4665-5287	1244-1866
Nightmare	50	850	5268-11K	31K-39K	66K-74K	17K-26K
Hell	60	1937.5	22K-43K	177K-228K	380K-430K	101K-152K
Inferno	63	2000	122K-245K	1284K-1651K	2752K-3119K	734K-1101K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	165	Physical
Nightmare	1296	
Hell	4639	
Inferno	57K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

BONE ARMOR

The Enslaved Nightmare can conjure up Hell-hardened bones that whirl around the sorcerer demon, providing armored protection.

GATEWAY TO HELL

The Nightmare opens a black hole through which it summons great hellbeasts, including such dread creatures as the Mallet Lord, the Oppressor, and the Armored Destroyer.

NIGHTMARE CURSE

At random intervals, the Enslaved Nightmare casts one of four different curses. The Curse of Mud reduces your hero's movement speed to 80 percent of normal; the Curst of Rust reduces your resistance to Physical damage by 50 percent; the Curse of Weakness reduces your damage output by 25 percent; and the Curse of Resistance reduces your elemental resistances by 50 percent.

FALLEN

MONSTER CLASS: FALLEN (GRUNT)

Your basic Fallen grunt in his various forms can be found crawling all over Act 2. These low-level Fallen infantry all fight the same, differing only in skin color and level. The lowest-level grunt, simply named the Fallen, is red. His basic attack is a melee strike with a spiked club—a quick sideways swing from either side, or an overhead slam. He likes to strike and circle, adding in an occasional impatient hop. The Fallen tend to run away wildly when one of their comrades is killed. But their bloodlust brings them back eventually.

Also note: A Fallen Shaman can resurrect any Fallen you smite. If you see Fallen popping back up after you've slain them, look around for the shaman who is reviving them and take him out immediately.

APPEARS IN ACT II

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: The Crumbling Vault, Dahlgur Oasis, Path to the Oasis, Stinging Winds, The Lost Caravan, Black Canyon Mines, Storage/Storm Cellars, Sundered Canyon, Howling Plateau

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	16	115	33-66	298-392	674-768	134-228
Nightmare	38	440	614-1229	9250-12K	21K-24K	4151-7065
Hell	54	1250	3762-7524	80K-105K	180K-205K	36K-61K
Inferno	62	1600	25K-49K	668K-879K	1510K-1720K	300K-510K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	38	Physical
Nightmare	388	
Hell	2523	
Inferno	26K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

FALLEN CONJURER

MONSTER CLASS: FALLEN (SHAMAN)

The Fallen Conjurer has no melee strike attack, preferring to strike from afar by flinging fireballs, But his most aggravating power is magical: If any Fallen infantry are nearby—and they usually are—the conjurer's magic can raise them back up after you smite them down. To avoid an endless fight, hunt down the conjurer first.

MOVEMENT SPEED: Slow/Medium
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Dahlgur Oasis

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	20	168.75	164-328	574-738	1230-1394	328-492
Nightmare	41	625	2334-4668	14K-17K	29K-33K	7749-12K
Hell	56	1687.5	14K-27K	112K-144K	239K-271K	64K-96K
Inferno	62	2000	70K-140K	737K-947K	1578K-1789K	421K-631K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	99	Fire
Nightmare	1083	
Hell	6149	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

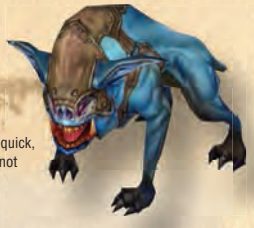
RESURRECT FALLEN

A Fallen Conjurer can resurrect any fallen grunt you smite. If you see fallen infantry suddenly glow green and pop back up after you've slain them, look around for the conjurer who is reviving them and take him out immediately.

FIREBALL

The Fallen Conjurer can conjure up flaming spheres with either his sword or staff, then fling them at you. These inflict Fire damage, as you might suspect.

FALLEN CUR



MONSTER CLASS: FALLEN (HOUND)

This swift, blue cur closes fast on its prey and attacks with a series of quick, lunging bites. The Fallen Cur pursues rapidly and relentlessly and will not withdraw, fighting viciously to the death.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Medium/Far
LIKELY LOCATIONS: Ancient Path, Desolate Sands, The Storm Halls, The Unknown Depths

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	19	97.5	143-286	501-644	1073-1216	286-429
Nightmare	40	360	2124-4248	12K-16K	26K-30K	7052-11K
Hell	55	975	12K-24K	99K-127K	212K-241K	57K-85K
Inferno	62	1200	70K-140K	737K-947K	1578K-1789K	421K-631K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	95	Physical
Nightmare	975	
Hell	5577	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

FALLEN FIREMAGE

MONSTER CLASS: FALLEN (SHAMAN)

The light-skinned Fallen Firemage has no melee attack, preferring to sling fireballs from long range. But his most aggravating power is indirect: If any Fallen infantry are nearby—and they typically are—the mage's magic can raise them back up just seconds after you cut them down. To avoid an endless fight, hunt down the Fallen Firemage first, then target the grunts.

MOVEMENT SPEED: Slow/Medium
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Rakkis Crossing, Arreat Crater, Tower of the Damned, Skycrown Battlements

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	28	218.75	454-908	1589-2043	3405-3859	908-1362
Nightmare	48	800	4414-8828	26K-33K	55K-62K	15K-22K
Hell	59	1875	20K-40K	161K-207K	345K-391K	92K-138K
Inferno	63	2000	122K-245K	1284K-1651K	2752K-3119K	734K-1101K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	262	Fire
Nightmare	2106	
Hell	8410	
Inferno	113K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

RESURRECT FALLEN

A Fallen Firemage can resurrect any Fallen Grunt you smite. If you see Fallen Grunts suddenly glow green and pop back up after you've slain them, look around for the mage who is reviving them and take him out immediately.

FIREBALL

The Fallen Firemage can conjure up flaming spheres with either his sword or staff, then fling them at you. These inflict Fire damage, as you might suspect.

FALLEN GRUNT

MONSTER CLASS: FALLEN (GRUNT)

The Fallen Grunt is the green version of your basic Fallen infantry. (Fallen infantry all fight the same, differing only in skin color and level.) His basic attack is a melee strike with a spiked club—a quick sideways swing from either side, or an overhead slam. The Grunt likes to strike and circle, mixing in an occasional impatient hop. Like all of their species, Fallen Grunts tend to travel in packs, but they run away wildly when one of their comrades is killed.

MOVEMENT SPEED: Medium/Fast
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: The Barracks: Level 1, Skycrown Battlements

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	25	160	110-219	994-1307	2246-2559	446-759
Nightmare	45	580	1180-2360	18K-23K	40K-46K	7976-14K
Hell	58	1450	6110-12K	129K-170K	292K-333K	58K-99K
Inferno	63	1600	43K-86K	1165K-1532K	2633K-3000K	523K-890K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	89	Physical
Nightmare	798	
Hell	3777	
Inferno	57K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

FALLEN HELLHOUND

MONSTER CLASS: FALLEN (HOUND)

This rugged yellow monster closes fast on its prey and attacks with a series of quick, lunging bites. The Fallen Hellhound pursues rapidly, relentlessly, and yes, doggedly, and will not withdraw, fighting viciously to the death.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Medium/Far
LIKELY LOCATIONS: Skycrown Battlements, Upper Ramparts

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	28	131.25	318-636	1521-1975	3337-3791	772-1226
Nightmare	48	480	3090-6180	25K-32K	54K-61K	12K-20K
Hell	59	1125	14K-28K	154K-200K	338K-384K	78K-124K
Inferno	63	1200	86K-171K	1229K-1596K	2697K-3064K	624K-991K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	131	Physical
Nightmare	1053	
Hell	4205	
Inferno	57K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	12	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

FALLEN HOUND

MONSTER CLASS: FALLEN (HOUND)

This speedy red hound closes fast on its prey and attacks with a series of quick, lunging bites. The Fallen Hound pursues relentlessly and will not withdraw, fighting viciously to the death.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: Alcarnus Cellar, Command Post, Blood Cellar, Sundered Canyon, Howling Plateau

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	15	82.5	81-162	284-365	608-689	162-243
Nightmare	37	315	1593-3186	9255-12K	20K-22K	5289-7933
Hell	54	937.5	11K-21K	88K-113K	188K-213K	50K-75K
Inferno	62	1200	70K-140K	737K-947K	1578K-1789K	421K-631K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	70	Physical
Nightmare	686	
Hell	5045	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

FALLEN LUNATIC

MONSTER CLASS: FALLEN (LUNATIC)

This pathetic creature has a life expectancy of mere seconds. The Fallen Lunatic is armed with a long knife, but he barely has time to use it due to his explosive personality. Kill him quickly, or try luring the lunatic into the midst of massed enemies.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Extremely Far
LIKELY LOCATIONS: Ancient Path, Desolate Sands

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	19	130	50-100	454-597	1026-1169	204-347
Nightmare	40	480	743-1487	11K-15K	25K-29K	5024-8550
Hell	55	1300	4256-8512	90K-118K	203K-232K	40K-69K
Inferno	62	1600	25K-49K	668K-879K	1510K-1720K	300K-510K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	47	Physical
Nightmare	487	
Hell	2788	
Inferno	26K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

LUNATIC EXPLOSION

The Fallen Lunatic arrives trailing greenish flames and tries to go out in a quick and spectacular suicidal display. If you don't kill him, the lunatic sprints directly at the Hero and suddenly detonates in a grisly green explosion of innards that causes massive damage. Terminating the Fallen Lunatic halts the detonation, however.

FALLEN MANIAC

MONSTER CLASS: FALLEN (LUNATIC)

This darkly comic fiend has a life expectancy of mere seconds. The Fallen Maniac is armed with a long knife, but barely has time to use it due to his explosive nature. Kill him quickly, or try running away and luring the maniac through massed foes.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Extremely Far
LIKELY LOCATIONS: The Barracks: Level 1, The Keep Depths: Level 2

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	25	160	110-219	994-1307	2246-2559	446-759
Nightmare	45	580	1180-2360	18K-23K	40K-46K	7976-14K
Hell	58	1450	6110-12K	129K-170K	292K-333K	58K-99K
Inferno	63	1600	43K-86K	1165K-1532K	2633K-3000K	523K-890K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	89	Physical
Nightmare	798	
Hell	3777	
Inferno	57K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

LUNATIC EXPLOSION

The Fallen Maniac arrives trailing greenish flames and tries to go out in a quick and spectacular suicidal display. If you don't kill him, the maniac sprints directly at the Hero and suddenly detonates in a splatter of greenish-blue innards that inflicts massive damage if nearby. Terminating the Fallen Maniac sends him flying and halts the detonation, however.

FALLEN MASTER

MONSTER CLASS: FALLEN (CHAMPION)

This bluish man-beast wields a unique weapon: two swords jammed through a wooden staff to form a two-handed axe. The Fallen Master delivers two standard melee strikes—an overhead swing and a horizontal swipe. He also has a powerful jumping Slam attack and a damaging roar. Watch for an occasional tactical retreat, but know that the Fallen Master's uncontrollable rage will bring him back directly.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: Dahlgur Oasis, Ancient Path, Desolate Sands, City of Caldeum

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	20	168.75	492-656	738-902	1394-1558	656-820
Nightmare	41	625	7002-9336	17K-21K	33K-37K	15K-19K
Hell	56	1687.5	41K-55K	144K-176K	271K-303K	128K-160K
Inferno	62	2000	210K-281K	947K-1157K	1789K-1999K	842K-1052K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	74	Physical
Nightmare	813	
Hell	4612	
Inferno	40K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	80	20	Death

SPECIAL ATTACKS & ABILITIES

SLAM

In the midst of regular melee swings, the Fallen Master also adds in a supercharged overhead strike with his weapon that knocks you backward and damages you in a bright burst of energy.

BATTLE ROAR

Occasionally, the Fallen Master throws out his arms and howls with such fury that a red circle of energy emanates outward from his location.

FALLEN MONGREL

MONSTER CLASS: FALLEN (HOUND)

The swift green mongrel closes fast on its prey and attacks with a series of quick, lunging bites. The Fallen Mongrel pursues rapidly and relentlessly and will not withdraw, fighting viciously to the death.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: The Barracks: Level 1, Skycrown Battlements

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	25	120	313-626	1096-1409	2348-2661	626-939
Nightmare	45	435	3372-6744	20K-25K	42K-48K	11K-17K
Hell	58	1087.5	17K-35K	142K-183K	305K-346K	81K-122K
Inferno	63	1200	122K-245K	1284K-1651K	2752K-3119K	734K-1101K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	177	Physical
Nightmare	1597	
Hell	7553	
Inferno	113K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

FALLEN OVERLORD

MONSTER CLASS: FALLEN (CHAMPION)

This green-hued fallen foe wields a unique weapon: two swords jammed through a wooden staff to form a two-handed axe. The Fallen Overlord delivers two standard melee strikes—an overhead swing and a horizontal swipe. He also has a powerful jumping Slam attack and a damaging roar. Watch for an occasional tactical retreat, but know that the Fallen Overlord's uncontrollable rage will bring him back directly to the fray.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: The Barracks

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	25	200	939-1252	1409-1722	2661-2974	1252-1565
Nightmare	45	725	10K-13K	25K-31K	48K-53K	22K-28K
Hell	58	1812.5	52K-70K	183K-224K	346K-386K	163K-203K
Inferno	63	2000	367K-489K	1651K-2018K	3119K-3486K	1468K-1835K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	133	Physical
Nightmare	1198	
Hell	5665	
Inferno	85K	

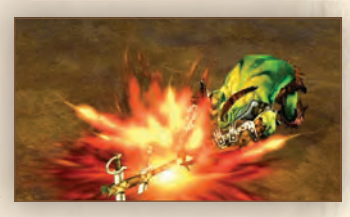
HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	80	20	Death

SPECIAL ATTACKS & ABILITIES

SLAM

In the midst of regular melee swings, the Fallen Overlord also adds in a supercharged overhead strike with his weapon that knocks you backward and damages you in a bright burst of energy.



BATTLE ROAR

Occasionally, the Fallen Overlord throws out his arms and howls with such fury that a red circle of energy emanates outward from his location.

FALLEN OVERSEER

MONSTER CLASS: FALLEN (CHAMPION)

This evil champion wields a unique weapon: two swords jammed through a wooden staff to form an axe-like two-hander. The Fallen Overseer swings for two basic melee strikes, an overhead and a horizontal swipe. He also has a powerful jumping Slam attack and a damaging roar. Watch for an occasional tactical retreat, but expect the overseer to rush back shortly after withdrawing.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: The Crumbling Vault, Dahlgur Oasis, Path to the Oasis, Stinging Winds, The Lost Caravan, Black Canyon Mines, Howling Plateau

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	17	150	324-432	486-594	918-1026	432-540
Nightmare	39	575	5796-7728	14K-18K	27K-30K	13K-16K
Hell	55	1625	36K-49K	127K-156K	241K-269K	113K-142K
Inferno	62	2000	210K-281K	947K-1157K	1789K-1999K	842K-1052K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	63	Physical
Nightmare	654	
Hell	4182	
Inferno	40K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	80	20	Death

SPECIAL ATTACKS & ABILITIES

SLAM

In the midst of regular melee swings, the Fallen Overseer also adds in a supercharged overhead strike with his weapon that knocks you backward and damages you in a bright burst of energy.

BATTLE ROAR

Occasionally, the Fallen Overseer throws out his arms and howls with such fury that a red circle of energy emanates outward from his position.

FALLEN PEON

MONSTER CLASS: FALLEN (GRUNT)

The Fallen Peon is the blue version of your basic Fallen infantry. (Fallen infantry all fight the same, differing only in skin color and level.) His basic attack is a melee strike with a spiked club—a quick sideways swing from either side, or an overhead slam. He likes to strike and circle, mixing in an occasional impatient hop. Fallen Peons tend to travel in packs, but they run away wildly when one of their comrades is killed.

MOVEMENT SPEED: Medium/Fast
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: City of Caldeum, The Storm Halls, The Unknown Depths

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	19	130	50-100	454-597	1026-1169	204-347
Nightmare	40	480	743-1487	11K-15K	25K-29K	5024-8550
Hell	55	1300	4256-8512	90K-118K	203K-232K	40K-69K
Inferno	62	1600	25K-49K	668K-879K	1510K-1720K	300K-510K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	47	Physical
Nightmare	487	
Hell	2788	
Inferno	26K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

FALLEN PROPHET

MONSTER CLASS: FALLEN (SHAMAN)

The green-skinned Fallen Prophet has no melee attack, preferring to strike from afar by hurling fireballs. But his most aggravating power is resurrection; if any Fallen infantry are nearby—and they usually are—the prophet's magic can raise them back up after you smite them down. If you don't want an endless fight, hunt down the prophet first.

MOVEMENT SPEED: Slow/Medium
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: The Barracks

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	22	181.25	214-428	749-963	1605-1819	428-642
Nightmare	42	650	2561-5122	15K-19K	32K-36K	8503-13K
Hell	56	1687.5	14K-27K	112K-144K	239K-271K	64K-96K
Inferno	62	2000	70K-140K	737K-947K	1578K-1789K	421K-631K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	118	Fire
Nightmare	1198	
Hell	6149	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

RESURRECT FALLEN
A Fallen Prophet can resurrect any Fallen Grunt you kill. If you see grunts suddenly glow green and pop back up after you've slain them, look around for the prophet who is reviving them and take him out immediately.

FIREBALL
The Fallen Prophet can conjure up flaming spheres with either his sword or staff, then fling them at you. These inflict Fire damage, as you might suspect.

FALLEN SHAMAN

MONSTER CLASS: FALLEN (SHAMAN)

The Fallen Shaman has no melee attack, preferring to strike from afar by hurling fireballs. If any Fallen infantry are nearby—and they usually are—the shaman's magic can raise them back up after you smite them down. If you don't want an endless fight, hunt down the shaman first.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: The Crumbling Vault, Dahlgur Oasis, Path to the Oasis, The Lost Caravan

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	15	137.5	81-162	284-365	608-689	162-243
Nightmare	37	525	1593-3186	9255-12K	20K-22K	5289-7933
Hell	54	1562.5	11K-21K	88K-113K	188K-213K	50K-75K
Inferno	62	2000	70K-140K	737K-947K	1578K-1789K	421K-631K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	70	Fire
Nightmare	686	
Hell	5045	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

RESURRECT FALLEN
A Fallen Shaman can resurrect any Fallen Grunt you kill. If you see grunts suddenly glow green and pop back up after you've slain them, look around for the shaman who is reviving them and take him out immediately.

FIREBALL
The Fallen Shaman can conjure up flaming spheres with either his sword or staff and then fling them at the Hero. These inflict Fire damage.

FALLEN SLAVELORD

MONSTER CLASS: FALLEN (CHAMPION)

Like his fellow fallen champions, this grim monster wields a unique weapon: two swords jammed through a wooden staff to form a two-handed axe. The Fallen Slavelord delivers two basic melee strikes—an overhead chop and a slashing horizontal swing. He also has a powerful jumping Slam attack and a damaging battle roar. Watch for an occasional tactical retreat, but know that after a few seconds, the Fallen Slavelord will wade in to attack again.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Skycrown Battlements

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	28	218.75	1362-1816	2043-2497	3859-4313	1816-2270
Nightmare	48	800	13K-18K	33K-40K	62K-70K	29K-37K
Hell	59	1875	59K-79K	207K-253K	391K-437K	184K-230K
Inferno	63	2000	367K-489K	1651K-2018K	3119K-3486K	1468K-1835K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	197	Physical
Nightmare	1580	
Hell	6308	
Inferno	85K	

HEALTH GLOBES

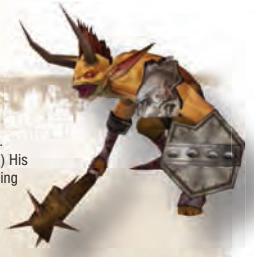
Rank	Drop %	Globe Size	Drops When?
Normal	80	20	Death

SPECIAL ATTACKS & ABILITIES

SLAM
In the midst of regular melee swings, the Fallen Slavelord also adds in a supercharged overhead strike with his weapon that knocks you backward and damages you in a bright burst of energy.

BATTLE ROAR
Occasionally, the Fallen Slavelord throws out his arms and howls with such fury that a red circle of energy emanates outward from his location.

FALLEN SOLDIER



MONSTER CLASS: FALLEN (GRUNT)

The Fallen Soldier is the yellowish version of your basic Fallen infantry. (Fallen infantry all fight the same, differing only in skin color and level.) His basic attack is a melee strike with a spiked club—a quick sideways swing from either side, or an overhead slam. The Soldier likes to strike and circle, mixing in an occasional impatient hop. Like all of their species, Fallen Soldiers tend to travel in packs, but they run away wildly when one of their comrades is killed.

MOVEMENT SPEED: Medium/Fast
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Rakkis Crossing, Skycrown Battlements

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	28	175	159-318	1441-1895	3257-3711	647-1101
Nightmare	48	640	1545-3090	23K-31K	53K-60K	10K-18K
Hell	59	1500	6914-14K	146K-192K	330K-376K	66K-112K
Inferno	63	1600	43K-86K	1165K-1532K	2633K-3000K	523K-890K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	131	Physical
Nightmare	1053	
Hell	4205	
Inferno	57K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

FIEND

MONSTER CLASS: IMP

Like their cousins the Imps, Fiends are small but nasty creatures with speedy, darting melee attacks followed by swift circling movements. When Fiends begin to circle, they toss up their hands and start running. They have no special attacks, but tend to travel in packs and can be hard to target.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Very Far
LIKELY LOCATIONS: Cathedral: Level 4, Watch Tower: Level 2

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	7	52.5	6-22	87-115	199-227	38-66
Nightmare	32	240	190-761	4894-6473	11K-13K	2131-3710
Hell	51	825	1400-5601	51K-67K	116K-132K	22K-38K
Inferno	61	1200	6489-26K	302K-399K	691K-788K	131K-229K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	9	Physical
Nightmare	171	
Hell	1471	
Inferno	7216	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

FIERY SPIDERLING

MONSTER CLASS: SPIDERLING

As you move through the Unknown Depths and Storm Halls of Act 2, watch for multicolor towers that spawn elemental spiderlings. Glowing red Guardian Towers produce Fiery Spiderlings, speedy little red arachnids that inflict Lightning damage with each bite. Each tower spawns spiderlings until six are crawling on the field; if you kill any spiderlings, the tower instantly spawns enough new ones to replace the lost ones, up to the limit of six total. The towers are easy to destroy, so hit them quickly to stop the spawning.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Short
SPAWN LIMIT: Up to 6 at a time
LIKELY LOCATIONS: The Unknown Depths, The Storm Halls

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	22	0	107-214	696-910	1552-1766	321-535
Nightmare	42	0	1281-2561	14K-18K	31K-35K	6377-11K
Hell	56	0	6850-14K	104K-136K	231K-263K	48K-80K
Inferno	62	0	35K-70K	684K-894K	1526K-1736K	316K-526K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	88	Lightning
Nightmare	899	
Hell	4612	
Inferno	40K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

FOUL CONJURER

MONSTER CLASS: DARK SUMMONER

You first encounter the red-hooded Foul Conjurer in Alcarnus. This summoner's melee punch is infused with Arcane damage, and his ranged attack features a fiery missile that flies far. The Foul Conjurer can also call up a small pack of red Accursed Hellions, one at a time.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Alcarnus

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	17	180	81-162	365-473	797-905	189-297
Nightmare	39	690	1449-2898	11K-14K	24K-27K	5612-8820
Hell	55	1950	9120-18K	96K-124K	209K-237K	50K-78K
Inferno	62	2400	53K-105K	710K-921K	1552K-1763K	368K-579K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	104	Arcane Physical
Nightmare	1091	
Hell	6971	
Inferno	66K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	15	20	Death

SPECIAL ATTACKS & ABILITIES

SUMMON HELLION

Every few seconds during a fight, the Foul Conjurer calls up an Accursed Hellion to attack you. No more than three summoned hellions can be on the field at a time, and each one has a short lifespan of about 30 seconds.

FIREBALL

At longer ranges, the Foul Conjurer can summon up a flaming sphere and sling it at you to inflict Fire-infused damage.

FRENZIED HELLION

MONSTER CLASS: HELLION

These purplish, spike-ribbed creatures are called up from the bowels of hell onto the battlefield by the brown-hooded Crazed Summoners. Like others of its dark breed, the Frenzied Hellion fights like a rabid dog, lunging rapidly with its fierce jaws seeking to feed on the living. Once summoned, each hellion has a lifespan of roughly 30 seconds.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Alcarnus, Road to Alcarnus

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	18	93.75	124-248	434-558	930-1054	248-372
Nightmare	39	345	1932-3864	11K-14K	24K-27K	6414-9621
Hell	55	975	12K-24K	99K-127K	212K-241K	57K-85K
Inferno	62	1200	70K-140K	737K-947K	1578K-1789K	421K-631K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	22	Physical
Nightmare	218	
Hell	1394	
Inferno	13K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

FROST GUARDIAN

MONSTER CLASS: SKELETON MAGE

This gaunt, icy skeletal mage gets a 25 percent reduction to Cold damage per hit. His medium-range Ice Shot launches a triple-shot of frigid projectiles—any one of them can chill the Hero, turning him blue and slowing his movement. The Frost Guardian has no real melee attack, but he'll gladly sling his ice bolts at close range.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Short/Medium
LIKELY LOCATIONS: Chamber of the Lost Idol

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	20	135	66-131	525-689	1181-1345	238-402
Nightmare	41	500	934-1867	12K-16K	28K-32K	5618-9492
Hell	56	1350	5480-11K	102K-134K	230K-262K	46K-78K
Inferno	62	1600	28K-56K	673K-884K	1515K-1726K	305K-516K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	50	Cold
Nightmare	542	
Hell	3075	
Inferno	26K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

ICE SHOT

Regardless of range, the Frost Guardian fires a trio of ice bolts that spread apart as they travel; the closer you are, the better the chance he hits you with all three. These projectiles inflict Cold damage, and they also Chill you if they hit, slowing movement speed briefly. The bolts don't travel very fast, making them easy to dodge at a distance.

FROST LURKER

MONSTER CLASS: SPIDER

This ice-blue arachnid and its fiery cousin the Scorching Creeper both infest The Unknown Depths in Act 2. The Frost Lurker doesn't spit web shots to slow you like its non-elemental cousins, but its swift, frigid bite inflicts Cold damage that slows you just the same.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Very Short
LIKELY LOCATIONS: The Unknown Depths

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	20	135	656-820	820-984	1476-1640	820-984
Nightmare	41	500	9336-12K	19K-23K	35K-39K	19K-23K
Hell	56	1350	55K-68K	160K-192K	287K-319K	160K-192K
Inferno	62	1600	281K-351K	1052K-1263K	1894K-2105K	1052K-1263K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	99	Cold
Nightmare	1083	
Hell	6149	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	90	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

FROST RAZOR

MONSTER CLASS: QUILL FIEND

Packs of Frost Razors lurk in the Fortified Bunker that can be found in Act 3. At close range, the Frost Razor slashes intruders with its front claws. But at a distance, watch for the creature to suddenly rear up on its hind legs and fire quills. This ranged attack is swift, so make yourself a moving target—the Frost Razor is far tougher than some of its quill-backed cousins.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: Fortified Bunker: Level 1

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	25	120	188-313	1033-1346	2285-2598	501-814
Nightmare	45	435	2023-3372	18K-24K	41K-46K	8956-15K
Hell	58	1087.5	10K-17K	134K-175K	297K-338K	65K-106K
Inferno	63	1200	73K-122K	1211K-1578K	2679K-3046K	587K-954K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	177	Physical
Nightmare	1597	
Hell	7553	
Inferno	113K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	6	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

FROSTCLAW BURROWER

MONSTER CLASS: SCAVENGER

Like its warm-weather Scavenger cousins, the Frostclaw Burrower is a hyperactive beast, circling and digging obsessively between quick, sudden bursts of hostility. This speedy creature—found in the frigid Icefall Caves and Caverns of Frost in Act 3—features a basic set of melee attacks: a quick bite or a vertical claw slash from very close range. It adds a special Leap attack that strikes from further away, and frequently uses its special burrowing ability to surprise its prey or escape pressure when attacked.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: Caverns of Frost, Level 1, Icefall Caves, Level 1

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	25	80	157-313	1017-1330	2269-2582	470-783
Nightmare	45	290	1686-3372	18K-24K	41K-46K	8396-14K
Hell	58	725	8729-17K	132K-173K	295K-336K	61K-102K
Inferno	63	800	61K-122K	1193K-1560K	2661K-3027K	550K-917K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	177	Physical
Nightmare	1597	
Hell	7553	
Inferno	113K	

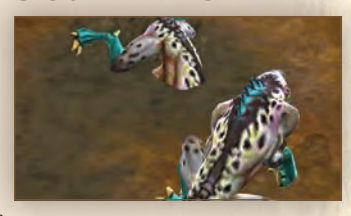
HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

LEAP

The Frostclaw Burrower occasionally uncorks a leaping, open-mouthed lunge that can strike from several yards away. Don't get complacent when the creature circles out of close melee range!



BURROW

True to its name, the Frostclaw Burrower likes to burrow suddenly into the frozen ground, then pop up unexpectedly nearby.

GHASTLY GRAVEDIGGER

ENEMY CLASS: BRIGAND

The Ghastly Gravedigger is exactly what his name implies: once a living grave digger, and now a ghastly dead one. This foe can swing his heavy shovel with powerful Knockback force, and his strikes also inflict Cold damage.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: Defiled Crypt

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	6	65	16-32	77-100	169-192	39-62
Nightmare	32	320	666-1331	5289-6867	12K-13K	2684-4262
Hell	51	1100	4901-9801	55K-71K	120K-136K	28K-44K
Inferno	61	1600	23K-45K	326K-423K	715K-813K	165K-263K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	19	Cold
Nightmare	429	
Hell	3677	
Inferno	18K	

HEALTH GLOBES

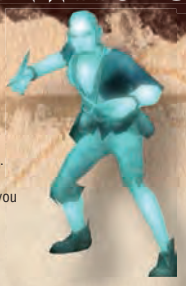
Rank	Drop %	Globe Size	Drops When?
Normal	12	20	Death

SPECIAL ATTACKS & ABILITIES

GHASTLY KNOCK

The Ghastly Gravedigger packs a Knockback punch with some swings of his shovel.

GHOSTLY MURDERER



ENEMY CLASS: BRIGAND

The Ghostly Murderer is the evanescent version of the common Brigand. These foes are swift and skilled with the knife, and their agility lets them dodge blows with a darting sideways hop. Ghostly Murderers can slice you up at close range, but they can also sling their daggers from a distance.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: Defiled Crypt

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	5	60	13-17	57-74	125-142	30-47
Nightmare	31	300	635-847	4745-6151	10K-12K	2461-3867
Hell	51	1100	5251-7001	55K-71K	120K-137K	29K-45K
Inferno	61	1600	24K-32K	329K-426K	718K-815K	170K-268K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	12	Physical
Nightmare	297	
Hell	2758	
Inferno	14K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	15	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

GHOUL

MONSTER CLASS: GHOUL

The Ghoul is the archetype of his class. Wielding a nasty, jagged sword, the monster swings it for a powerful single hit—either a quick downward rip or a curving horizontal slash—then quickly circles you for another strike. The Ghoul repeats this pattern for the duration of the fight: a single melee strike, followed by a quick flanking movement.

MOVEMENT SPEED: Medium/Fast
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: The Festering Woods, Cathedral: Levels 2, 4, Watch Tower: Level 2

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	4	55	5-10	42-55	94-107	19-32
Nightmare	31	300	339-678	4499-5905	10K-12K	2039-3445
Hell	51	1100	2800-5601	52K-69K	117K-134K	24K-40K
Inferno	61	1600	13K-26K	311K-409K	701K-798K	141K-238K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	14	Physical
Nightmare	397	
Hell	3677	
Inferno	18K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

GLOOM WRAITH

MONSTER CLASS: SHADOW VERMIN

The shadow vermin class is a species of odd, vaporous entities that seem to swim through solid ground. The Gloom Wraith variant is a dark shadow tinged with blood red. It creeps in swiftly, then rises up to slash with long, dark foreclaws. The Wraith sometimes glides out of range, lulling you into lowering your guard, but always returns with a vengeance.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: The Silver Spire: Level 1

APPEARS IN ACT IV

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	30	138.75	62-218	1897-2519	4385-5007	809-1431
Nightmare	50	510	527-1844	27K-35K	62K-70K	11K-20K
Hell	60	1162.5	2173-7604	154K-205K	357K-408K	66K-116K
Inferno	63	1200	12K-43K	1119K-1486K	2587K-2954K	477K-844K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	165	Physical
Nightmare	1296	
Hell	4639	
Inferno	57K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

GREAT HORNED GOLIATH

MONSTER CLASS: BEAST

This is the cold weather version of the Beast, encountered in the Icefall Caves of Act 3. A brutal melee fighter, this monster likes close combat, mauling you with teeth and horns, then rearing up on its hind legs for powerful, ground-pounding slam attacks. Beware of its lightning-fast Charge—just when you think you've gained separation for a breather, the Great Horned Goliath makes a sudden ramming dash that's difficult to avoid.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: Icefall Caves

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	25	320	1565-1878	1878-2191	2974-3287	1878-2191
Nightmare	45	1160	17K-20K	34K-39K	53K-59K	34K-39K
Hell	58	2900	87K-105K	244K-285K	386K-427K	244K-285K
Inferno	63	3200	612K-734K	2202K-2569K	3486K-3853K	2202K-2569K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	177	Physical
Nightmare	1597	
Hell	7553	
Inferno	113K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	90	20	Death

SPECIAL ATTACKS & ABILITIES

CHARGE

The fearsome Charge of the Great Horned Goliath is a surprisingly fast dash attack that ends with a thunderous head butt. Watch for the telltale snort of smoke and ground-pawing activity that immediately precedes it. The attack's cooldown time is just a few seconds, so by the time you disengage and get separation from the monster, it's often ready to charge again. Keep circling the Goliath so it can't lock onto your position.

GRIM WRAITH

MONSTER CLASS: GHOST

Like its ghost cousins, the Grim Wraith drifts in for a series of melee slashes with its blade-like appendages. After one to four hits, it withdraws offscreen, pauses a few seconds, then darts in close again for another attack. This yellow apparition generally dashes straight back at you from the direction of its withdrawal, but occasionally circles to a new attack angle. It also features a siphoning ranged attack.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Realm of Shadow

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	22	108.75	161-321	722-936	1578-1792	375-589
Nightmare	42	390	1921-3842	14K-19K	31K-36K	7440-12K
Hell	56	1012.5	10K-21K	108K-140K	235K-267K	56K-88K
Inferno	62	1200	53K-105K	710K-921K	1552K-1763K	368K-579K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	59	Arcane
Nightmare	599	
Hell	3075	
Inferno	26K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	15	20	Death

SPECIAL ATTACKS & ABILITIES

SOUL SIPHON

The Grim Wraith can slow your hero with its Soul Siphon ability. The effect chills your hero for a few seconds, making you an easier target for the Phantom's bloody melee strikes.

GROTESQUE

MONSTER CLASS: GROTESQUE

This class of massive creatures has a "Frankenstein's monster" quality to it, since each bloated corpulent has been stitched together from chunks of various corpses and then reanimated. The pale Grotesque pierces you with spiked melee attacks or knocks you backward with a quick push. When a Grotesque dies, a swarm of slithering worms explodes from its corpse—some of these worms will attack you, so be prepared.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: Cathedral: Level 1, Defiled Crypt, The Weeping Hollow

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	4	68.75	23-42	50-63	102-115	36-49
Nightmare	31	375	1482-2753	5448-6854	11K-12K	3867-5273
Hell	51	1375	12K-23K	63K-80K	128K-145K	45K-61K
Inferno	61	2000	57K-105K	377K-475K	767K-864K	268K-365K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	21	Physical
Nightmare	595	
Hell	5515	
Inferno	27K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	52	20	Death

SPECIAL ATTACKS & ABILITIES

SPIKE ATTACK

When in melee range, the monster flings its arms outward as multiple spikes burst through its patchwork skin to inflict damage. The Grotesque also unleashes painful spikes during its melee slam punch.

SUICIDE BOMB

When this monster dies, it explodes into a slithering mass of Corpse Worms. Three groups of these worms will attack you, so don't let down your guard once the Grotesque falls.

GUARDIAN TOWERS

MONSTER CLASS: N/A

As you move through the Unknown Depths and Storm Halls of Act 2, be prepared to encounter these multicolored towers. They look pretty, but they spawn elemental spiderlings. Each Guardian Tower's color indicates which variant it spawns: dark blue spawns Shocking Spiderlings, light blue produces Icy Spiderlings, red spawns Fiery Spiderlings, and green produces Venomous Spiderlings. The towers are easy to destroy, so hit them quickly to stop the spawning.

MOVEMENT SPEED: N/A
KNOCKBACK DISTANCE: N/A
LIKELY LOCATIONS: The Unknown Depths, The Storm Halls

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	20	168.75	82-82	533-697	1189-1353	246-410
Nightmare	41	625	1167-1167	13K-16K	28K-32K	5812-9686
Hell	56	1687.5	6850-6850	104K-136K	231K-263K	48K-80K
Inferno	62	2000	35K-35K	684K-894K	1526K-1736K	316K-526K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	50	Physical
Nightmare	542	
Hell	3075	
Inferno	26K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

HARVESTER

MONSTER CLASS: GROTESQUE

This bluish, bloated member of the Corpulent family pierces you with spiked melee attacks or knocks you back with a quick push. The Harvester also explodes when killed, releasing a trio of nasty little attackers.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: Cathedral: Level 4, Defiled Crypt

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	7	87.5	49-91	109-137	221-249	77-105
Nightmare	32	400	1664-3091	6117-7696	12K-14K	4341-5920
Hell	51	1375	12K-23K	63K-80K	128K-145K	45K-61K
Inferno	61	2000	57K-105K	377K-475K	767K-864K	268K-365K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	22	Physical
Nightmare	429	
Hell	3677	
Inferno	18K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	52	20	Death

SPECIAL ATTACKS & ABILITIES

SPIKE ATTACK

When in melee range, the monster flings its arms outward as multiple spikes burst through its patchwork skin to inflict damage. The Harvester also unleashes painful spikes during its melee slam punch.

SUICIDE BOMB

When this monster dies, guts explode from its carcass, but scatter harmlessly (unlike the slithering hostiles that burst from its two cousins, the Grotesque and the Horror). However, the Harvester's grisly explosion also expels a trio of swift Fiends that leap to the attack.

HELLHIDE TREMOR

MONSTER CLASS: DEMONIC TREMOR

The Hellhide Tremor is a tougher, higher-level version of the Demonic Tremor. You meet this great monster only in the Hell Rift of Act 4. It has a pair of basic melee attacks: a quick sideways swipe with one lobster-like claw, and a thundering, double-clawed ground-pound that sends out a damaging knockback wave. The crab-like creature also scuttles slowly around your flank between attacks.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Very Short
LIKELY LOCATIONS: Arreat Crater: Level 2, Hell Rift

APPEARS IN ACT IV

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	29	270	1782-2291	2418-2927	4454-4963	2291-2800
Nightmare	49	990	17K-22K	38K-46K	70K-78K	36K-44K
Hell	60	2325	76K-98K	240K-291K	443K-494K	228K-278K
Inferno	63	2400	428K-550K	1743K-2110K	3211K-3578K	1651K-2018K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	443	Physical
Nightmare	3445	
Hell	14K	
Inferno	170K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	75	20	Death

SPECIAL ATTACKS & ABILITIES

SHIELD WALL

The Hellhide Tremor clamps its massive claws together into a protective shield for a few seconds when you strike it. Afterwards, the monster glows red with rage and viciously counterattacks.

HELL WITCH

MONSTER CLASS: SUCCUBUS

This sister of the Succubus serenely glides into close range to unleash massive damage with her melee claw strike, then darts away in a blink. From afar, the Hell Witch follows up by unleashing her lethal Bloodstar, a glowing red missile of death loaded with debilitating ability sappers.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: The Silver Spire, Level 1

APPEARS IN ACT IV

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	30	185	622-1244	2177-2799	4665-5287	1244-1866
Nightmare	50	680	5268-11K	31K-39K	66K-74K	17K-26K
Hell	60	1550	22K-43K	177K-228K	380K-430K	101K-152K
Inferno	63	1600	122K-245K	1284K-1651K	2752K-3119K	734K-1101K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	165	Physical
Nightmare	1296	
Hell	4639	
Inferno	57K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

LEAP RETREAT

When you get in close, the Succubus can make a sudden backward leap that propels her instantly out of melee range.

BLOODSTAR

From long range, the Succubus can summon a blazing red star of energy that she sends your way. This deadly comet tracks your movement, so don't think a simple sidestep puts you in the clear. A Bloodstar strike reduces your Barbarian's or Monk's armor by 50 percent for a short time. If you're playing as Demon Hunter, Witch Doctor, or Wizard, a Bloodstar hit briefly inflicts a status effect that turns the casting cost of any ability into Damage toward the caster.

HERALD OF PESTILENCE

MONSTER CLASS: HERALD

It should come as no surprise that a monster called the "Herald of Pestilence" can inflict serious Poison damage. The Herald's basic melee hit with its huge mutant arm inflicts plenty of knockback, sending the Hero flying when hit. But the arm also has a creepy burrowing ability that lets the Herald hit you from a mid-range distance, too.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: The Battlefields, Fields of Slaughter, The Bridge of Korsikk, Arreat Crater: Levels 1-2

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	26	247.5	534-1068	1335-1691	2759-3115	890-1246
Nightmare	46	900	5535-11K	23K-29K	47K-54K	15K-21K
Hell	58	2175	26K-52K	153K-193K	315K-356K	102K-142K
Inferno	63	2400	183K-367K	1376K-1743K	2844K-3211K	917K-1284K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	152	Poison
Nightmare	1317	
Hell	5665	
Inferno	85K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	45	20	Death

SPECIAL ATTACKS & ABILITIES

ARM BURROWER

When at a middling distance, the Herald of Pestilence jams its mutated arm into the ground where it burrows like a huge attack worm. The arm emerges from the ground next to the Hero and rakes him with Poison-infused attacks.

HIGHLAND WALKER

MONSTER CLASS: WOOD WRAITH

The Wood Wraith species appear to be uprooted trees, but in fact are mobile beasts in the guise of foliage. The Highland Walker is a melee behemoth, hammering at foes with its massive limbs. They're big, surly, and almost impossible to knock back. Between hits, the Walker sprouts patches of poisonous spores that form a toxic screen around its trunk.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Very Short
LIKELY LOCATIONS: Southern Highlands, Northern Highlands, Leoric's Hunting Grounds, Karyna's Lost Wagon

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	13	150	294-336	336-378	441-483	336-378
Nightmare	35	570	8309-9496	16K-18K	21K-23K	16K-18K
Hell	53	1800	58K-66K	154K-173K	202K-222K	154K-173K
Inferno	61	2400	227K-260K	779K-876K	1022K-1119K	779K-876K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	66	Physical
Nightmare	992	
Hell	8194	
Inferno	36K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

SPORE DROP

Between mighty melee swipes of its limbs, the Highland Walker drops poisonous spores that grow for a few seconds, then explode in a toxic green spew.

HORNED CHARGER

MONSTER CLASS: BEAST

The red-striped Horned Charger is just a higher-level version of the Savage Beast. Like the Savage Beast, this variant loves to knock heads. The Horned Charger unleashes the same ground-pounding melee attacks, moving somewhat slowly until it suddenly dashes through the Hero's position with its explosive Charge attack.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: Northern Highlands, Leoric's Hunting Grounds, Southern Highlands

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	13	200	310-372	372-434	589-651	372-434
Nightmare	35	760	6535-7842	13K-15K	21K-23K	13K-15K
Hell	53	2400	47K-57K	132K-154K	209K-231K	132K-154K
Inferno	61	3200	162K-195K	584K-681K	925K-1022K	584K-681K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	51	Physical
Nightmare	522	
Hell	4553	
Inferno	18K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	90	20	Death

SPECIAL ATTACKS & ABILITIES

CHARGE

The Horned Charger's shocking Charge resembles that of its cousin, the Savage Beast. Watch for the telltale snort of smoke and ground-pawing that precedes the Charge. The cooldown time is just 10 seconds, so by the time you disengage and get separation from the monster, it's often ready to charge again. Keep circling the Horned Charger so it can't lock onto your position.

HORROR

MONSTER CLASS: GROTESQUE

This reddish, bloated creature lurks in the Cursed Hold, waiting to pierce you with spiked melee attacks or knock you back with a quick push. When killed, the Harvester also explodes into a sickening swarm of electrified worms.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: The Cursed Hold

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	13	125	109-202	240-302	488-550	171-233
Nightmare	35	475	2287-4248	8407-11K	17K-19K	5966-8136
Hell	53	1500	17K-31K	85K-107K	173K-195K	61K-83K
Inferno	61	2000	57K-105K	377K-475K	767K-864K	268K-365K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	51	Physical
Nightmare	522	
Hell	4553	
Inferno	18K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	52	20	Death

SPECIAL ATTACKS & ABILITIES

SPIKE ATTACKS

When in melee range, the monster flings its arms outward as multiple spikes burst through its patchwork skin to inflict damage. The Horror also unleashes painful spikes during its melee slam punch.

SUICIDE BOMB

When this monster dies, a slithering mass of electrified Zap Worms explodes from its corpse. Three groups of these worms start zapping you with their Lightning-infused attacks, so don't let down your guard once the Horror falls.

HULKING PHASEBEAST

MONSTER CLASS: PHASEBEAST

This grim, two-mouthed servant of Azmodan wields twin axes that he swings with unrestrained brutality. But the Phasebeast isn't all brute—his clever phasing ability lets him dodge your attacks and suddenly pop up on your flank. Be ready for him to teleport someplace unexpected.

MOVEMENT SPEED: Medium/Fast
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: Tower of the Damned: Levels 1-2, 4, Arreat Crater, Level 2, The Core of Arreat

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	28	175	908-1362	1816-2270	3632-4086	1362-1816
Nightmare	48	640	8828-13K	29K-37K	59K-66K	22K-29K
Hell	59	1500	40K-59K	184K-230K	368K-414K	138K-184K
Inferno	63	1600	245K-367K	1468K-1835K	2936K-3303K	1101K-1468K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	393	Physical
Nightmare	3159	
Hell	13K	
Inferno	170K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	60	20	Death

SPECIAL ATTACKS & ABILITIES

PHASE

The Phasebeast can teleport about the battlefield, making it more difficult to target and dispatch him.

HUNGERER

MONSTER CLASS: ACCURSED

The hyperkinetic Hungerer circles targets with crazed, jerky intensity, then suddenly strikes with a vertical melee slash. Occasionally the fiend strikes so hard that he whips himself into a full front somersault. When mortally wounded, the Hungerer dies in a grisly explosion of poisonous green bile. Keep clear!

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: Areas, Hidden Aqueducts, Tomb of Khan Dakab, Tomb of Sardar, Western/Eastern Channels

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	20	135	19-38	154-202	346-394	70-118
Nightmare	41	500	475-950	6305-8276	14K-16K	2857-4828
Hell	56	1350	3308-6616	62K-81K	139K-158K	28K-47K
Inferno	62	1600	13K-26K	311K-409K	701K-798K	141K-238K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	50	Poison
Nightmare	542	
Hell	3075	
Inferno	26K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Common	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

HUNGRY CORPSE

MONSTER CLASS: RISEN DEAD

This lumbering, blue-skinned zombie hits you with a pair of melee attacks: a quick single-hand slash or a powerful upward thrust with both bloated arms. When you "kill" a Hungry Corpse, his fallen form frequently tears apart… and suddenly his head and upper torso crawl to the attack! This Hungry Torso is quick and pursues relentlessly, but is weak and easy to dispose. (For more, see "Hungry Torso" in this Bestiary.)

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: Defiled Crypt, The Weeping Hollow, Cemetery of the Forsaken

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	5	75	17-34	60-77	128-145	34-51
Nightmare	31	375	847-1694	4921-6327	11K-12K	2812-4218
Hell	51	1375	7001-14K	57K-73K	122K-139K	33K-49K
Inferno	61	2000	32K-65K	341K-438K	730K-827K	195K-292K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	16	Physical
Nightmare	397	
Hell	3677	
Inferno	18K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

TORSO CRAWLER

When you "kill" a Hungry Corpse, there's a chance that his upper torso will tear itself from the rest of the fallen body and crawl, trailing strands of entrails, to continue the fight. The crawler torn from a Hungry Corpse is called a Hungry Torso. (See "Hungry Torso" in this Bestiary.)

HUNGRY TORSO

MONSTER CLASS: RISEN DEAD

more, see "Hungry Corpse" in this Bestiary.) If this happens, the head and torso chunk continues to pursue you relentlessly. This Hungry Torso can bite or slash with its hands.

MOVEMENT SPEED: Very Slow
KNOCKBACK DISTANCE: Very Far
LIKELY LOCATIONS: Defiled Crypt, The Weeping Hollow, Cemetery of the Forsaken

APPEARS IN ACTS I

When you kill one of the bloated, staggering zombies known as the Hungry Corpse, there's a chance the monster's fallen form will tear apart. (For

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	5	30	4-9	53-70	121-138	23-40
Nightmare	31	150	212-424	4394-5800	10K-11K	1933-3339
Hell	51	550	1750-3501	51K-67K	116K-133K	22K-39K
Inferno	61	800	8111-16K	304K-402K	694K-791K	134K-231K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	16	Physical
Nightmare	397	
Hell	3677	
Inferno	18K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Common	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

ICY QUILLBACK

MONSTER CLASS: QUILL FIEND

its front claws. But when a Quill Demon is at a distance, watch for it to suddenly rear up on its hind legs and fire a single quill at the Hero. This ranged attack is swift, so keep moving and strike back quickly—the demons fall easily.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: Caverns of Frost: Level 1, The Keep Depths: Levels 1-3, Fortified Bunker

APPEARS IN ACTS III

Packs of Icy Quillbacks can be found in some frozen, forsaken areas of Act 3. At close range, this cold-blooded monster lashes out at intruders with

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	25	120	188-313	1033-1346	2285-2598	501-814
Nightmare	45	435	2023-3372	18K-24K	41K-46K	8956-15K
Hell	58	1087.5	10K-17K	134K-175K	297K-338K	65K-106K
Inferno	63	1200	73K-122K	1211K-1578K	2679K-3046K	587K-954K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	177	Physical
Nightmare	1597	
Hell	7553	
Inferno	113K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	6	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

ICY SPIDERLING

MONSTER CLASS: SPIDERLING

As you move through the Unknown Depths and Storm Halls of Act 2, watch for multicolor towers that spawn elemental spiderlings. Light blue Guardian Towers produce Icy Spiderlings, speedy blue arachnids that inflict Lightning damage with each bite. Each tower spawns spiderlings until eight are crawling on the field; if any die, the tower spawns enough new spiderlings to replace the lost ones—as many as three at once, up the limit of eight total. The towers are easy to destroy, so hit them quickly to stop the spawning.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Short
SPAWN LIMIT: Up to 6 at a time
LIKELY LOCATIONS: The Unknown Depths, The Storm Halls

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	22	0	107-214	696-910	1552-1766	321-535
Nightmare	42	0	1281-2561	14K-18K	31K-35K	6377-11K
Hell	56	0	6850-14K	104K-136K	231K-263K	48K-80K
Inferno	62	0	35K-70K	684K-894K	1526K-1736K	316K-526K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	88	Lightning
Nightmare	899	
Hell	4612	
Inferno	40K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Common	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

IMP

MONSTER CLASS: IMP

The Imp class features small, but nasty creatures with speedy, darting claw-and-tooth attacks, followed by swift circling movements. When Imps begin to circle, they toss up their hands and start running, giggling insanely. They may look and sound comical, but don't underestimate their ferocity. Imps have no special abilities, but they can be difficult to target precisely, and they tend to travel in small packs. Keep them at bay with area-wide knockback attacks if you can.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Very Far
LIKELY LOCATIONS: Defiled Crypt, Cathedral: Levels 2&4, Watch Tower: Level 2

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	7	70	7-21	88-116	200-228	39-67
Nightmare	32	320	238-713	4933-6512	11K-13K	2171-3749
Hell	51	1100	1750-5251	51K-67K	116K-133K	22K-39K
Inferno	61	1600	8111-24K	304K-402K	694K-791K	134K-231K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	11	Physical
Nightmare	214	
Hell	1838	
Inferno	9020	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

INFERNO ZOMBIE

MONSTER CLASS: RISEN DEAD

This emaciated, red-skinned flesh-eater roams the Halls of Agony. He's not particularly fast or powerful, but never underestimate undead hunger. The Inferno Zombie has two basic attacks: a lunging bite and a vicious swipe of his slashing hand. Keep in mind that this variant is Fire-resistant when selecting your attacks.

MOVEMENT SPEED: Very Slow
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Halls of Agony: Levels 1-3

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	10	106.25	32-63	142-184	310-352	74-116
Nightmare	34	450	890-1781	6650-8621	15K-17K	3448-5419
Hell	52	1437.5	6203-12K	65K-84K	142K-161K	34K-53K
Inferno	61	2000	24K-49K	329K-426K	718K-815K	170K-268K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	33	Fire
Nightmare	496	
Hell	4097	
Inferno	18K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	15	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

LACUNI HUNTRESS

MONSTER CLASS: LACUNI

The Lacuni Huntress strikes with big-cat quickness and an unnerving ferocity. In close, she slices prey to pieces with her gleaming fore-claws. When you try to escape, she closes the distance rapidly with a great leap, landing with feral violence. She also lobs crude but deadly firebombs if you keep out of close range.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: The Crumbling Vault, Black Canyon Bridge, Sundered Canyon, Howling Plateau, Abandoned Mineworks, Stinging Winds, Tunnels of the Rockworm

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	15	110	41-122	263-344	587-668	122-203
Nightmare	37	420	797-2390	8594-11K	19K-22K	3967-6611
Hell	54	1250	5374-16K	81K-106K	182K-207K	38K-63K
Inferno	62	1600	35K-105K	684K-894K	1526K-1736K	316K-526K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	35	Physical
Nightmare	343	
Hell	2523	
Inferno	26K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

LACUNI LEAP

The stunning leap of the Lacuni Huntress is like an explosion of tensile strength. She lands atop her target with a downward strike that inflicts great damage.

FIREBOMB LOB

If you try to attack from long range, the Huntress precedes her great feline leap with a firebomb or two. She tosses these with deadly accuracy.

LACUNI SLASHER

MONSTER CLASS: LACUNI

The Lacuni Slasher is a higher-level relative of the Lacuni Warrior. Also a master of swordplay, the Slasher targets you repeatedly with his basic attack, slicing each of his twin blades outward in quick succession. But soon he uncorks his spectacular, spinning triple-strike combo, a deadly maneuver almost hypnotic in its agile beauty. When you see the Slasher swing one blade and then pivot into a full spin, get back quickly!

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: The Crumbling Vault, Black Canyon Bridge, Sundered Canyon, Howling Plateau, Abandoned Mineworks, Stinging Winds, Tunnels of the Rockworm

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	20	202.5	328-492	656-820	1312-1476	492-656
Nightmare	41	750	4668-7002	15K-19K	31K-35K	12K-15K
Hell	56	2025	27K-41K	128K-160K	255K-287K	96K-128K
Inferno	62	2400	140K-210K	842K-1052K	1684K-1894K	631K-842K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	99	Physical
Nightmare	1083	
Hell	6149	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	60	20	Death

SPECIAL ATTACKS & ABILITIES

LACUNI COMBO SLASH

The Lacuni Slasher's triple-strike combo starts as a horizontal slash with one sword that continues into a full 360-degree sideways spin. It concludes in a huge, arcing downward slash with the other sword. The downward slash momentum pulls the Warrior into a graceful forward somersault. As he spins to his feet again, he slices both swords outward in opposite directions.

LACUNI STALKER

MONSTER CLASS: LACUNI

The Lacuni Stalker features the same big-cat reflexes and ferocity of her lower-level kin, the Lacuni Huntress. At close range, the Stalker slices prey to pieces with her razor-sharp fore-claws. When you try to escape, she lobs firebombs and closes the distance rapidly with a stunning leap.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: The Crumbling Vault, Black Canyon Bridge, Sundered Canyon, Howling Plateau, Abandoned Mineworks, Stinging Winds, Tunnels of the Rockworm

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	20	135	164-246	574-738	1230-1394	328-492
Nightmare	41	500	2334-3501	14K-17K	29K-33K	7749-12K
Hell	56	1350	14K-21K	112K-144K	239K-271K	64K-96K
Inferno	62	1600	70K-105K	737K-947K	1578K-1789K	421K-631K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	50	Physical
Nightmare	542	
Hell	3075	
Inferno	26K	

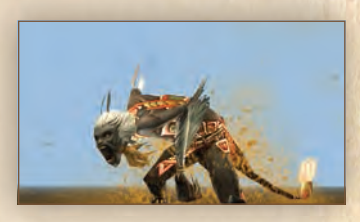
HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

LACUNI LEAP

The great leap of the Lacuni Stalker is like an explosion of tensile strength. She lands atop her target with a downward strike that inflicts great damage.



FIREBOMB LOB

You get no respite at long range—the Stalker merely flings firebombs with deadly accuracy to weaken you before she pounces.

LACUNI WARRIOR

MONSTER CLASS: LACUNI

The Lacuni Warrior is a fierce and lethal sword master. His basic attack features twin blades, each slicing outward in a quick succession. Beware of his spectacular, spinning triple-strike combo! When you see him slash and then pivot into a full spin, get back quickly!

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: The Crumbling Vault, Black Canyon Bridge, Sundered Canyon, Howling Plateau, Tunnels of the Rockworm

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	15	165	162-243	324-405	648-729	243-324
Nightmare	37	630	3186-4779	11K-13K	21K-24K	7933-11K
Hell	54	1875	21K-32K	100K-125K	200K-225K	75K-100K
Inferno	62	2400	140K-210K	842K-1052K	1684K-1894K	631K-842K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	70	Physical
Nightmare	686	
Hell	5045	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	60	20	Death

SPECIAL ATTACKS & ABILITIES

LACUNI COMBO SLASH

The Lacuni Warrior can execute a killer combo attack that unleashes a triple-sword strike. The combo starts as a horizontal slash with one sword that continues into a full 360-degree sideways spin. It ends in a huge, arcing downward slash with the other sword. But it's not over yet—the downward slash momentum pulls the Warrior into a graceful forward somersault. As he spins to his feet again, he slices both swords outward in opposite directions.

MALIGNANT THRALL

(SEE ALSO: DARK GREATER VESSEL)

MONSTER CLASS: DARK VESSEL

If you encounter a hooded priest called a Dark Greater Vessel undergoing a ritual and you let the evil ceremony proceed unhindered, the priest will transform into a gruesome, twisted monster called a Malignant Thrall. (See "Dark Greater Vessel" in this Bestiary.) This powerful creature seems to drift slowly, but has a sudden, blazing dash attack.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: Deserted Cellar

APPEARS IN ACT IV

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	12	95	135-189	230-284	446-500	189-243
Nightmare	35	380	3268-4575	9221-11K	18K-20K	7594-9763
Hell	53	1200	24K-33K	94K-116K	182K-204K	77K-99K
Inferno	61	1600	81K-114K	414K-511K	803K-900K	341K-438K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	43	Physical
Nightmare	522	
Hell	4553	
Inferno	18K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	75	20	Death

SPECIAL ATTACKS & ABILITIES

THRALL DASH

When at a distance, Malignant Thrall can accelerate with a burst of fiery propulsion, making a sudden dash toward the Hero.

MALLET LORD

MONSTER CLASS: DEMON ELITE

The Mallet Lord's four-fisted slam is one of the most lethal single attacks in the game. Avoid it at all costs! Fortunately, his angry windmill wind-up is slow enough that you can dodge the hit and slip around behind the mega-creature for a few quick strikes before he can wind up again.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: The Silver Spire: Levels 1-2, 4

APPEARS IN ACT IV

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	30	277.5	3110-3732	3732-4354	5909-6531	3732-4354
Nightmare	50	1020	26K-32K	52K-61K	83K-92K	52K-61K
Hell	60	2325	109K-130K	304K-354K	481K-532K	304K-354K
Inferno	63	2400	612K-734K	2202K-2569K	3486K-3853K	2202K-2569K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	659	Physical
Nightmare	5186	
Hell	19K	
Inferno	227K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	60	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

MOON CLAN IMPALER

MONSTER CLASS: KHAZRA

This spear-wielding goatman is a ranged foe—he keeps his distance, flinging missiles from afar. Moon Clan Impalers keep throwing spears in quick succession, moving after each throw and attacking from other angles. Impalers have no melee attack, but can hit you from short range with a toss.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Khazra Den, Southern Highlands, Leoric's Hunting Grounds

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	10	85	25-50	139-181	307-349	67-109
Nightmare	34	360	712-1424	6502-8473	14K-16K	3153-5123
Hell	52	1150	4962-9924	64K-83K	141K-160K	31K-50K
Inferno	61	1600	19K-39K	321K-419K	711K-808K	156K-253K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	33	Physical
Nightmare	496	
Hell	4097	
Inferno	18K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	6	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

MOON CLAN SHAMAN

MONSTER CLASS: KHAZRA

This powerful goatman isn't just a magic slinger—his staff is also a deadly melee weapon, and he hammers you with a swift head-butt if you get too close. But if you keep your distance, the Moon Clan Shaman targets you with his powerful ranged attack, the Ice Orb.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Short/Medium
LIKELY LOCATIONS: Cave of the Moon Clan: Levels 1-2, Southern Highlands, Northern Highlands, Leoric's Hunting Grounds

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	13	150	62-124	217-279	465-527	124-186
Nightmare	35	570	1307-2614	7594-9763	16K-18K	4339-6509
Hell	53	1800	9454-19K	77K-99K	165K-187K	44K-66K
Inferno	61	2400	32K-65K	341K-438K	730K-827K	195K-292K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	63	Physical
Nightmare	653	
Hell	5691	
Inferno	23K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

ICE ORB

At long range, the Moon Clan Shaman targets you with his most dangerous attack: the Ice Orb. As the shaman summons the orb, a glowing blue aura surrounds him, giving you fair warning. Once conjured, the dark orb zigzags to your position and hits with a debilitating explosion that inflicts Cold damage. When you see the shaman's glowing aura, hurry away from your current position!

MOON CLAN WARRIOR

MONSTER CLASS: KHAZRA

This tough melee goatman wields a fearsome two-handed axe that he swings from either direction, left or right. Step back when you see the monster wind up to swing. The Moon Clan Warrior can also unleash a rapid head-butt, inflicting Physical damage with its horns.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: Khazra Den, Southern Highlands, Fields of Misery, Pillaged Home, Sheltered Cottage

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	9	80	46-83	134-171	282-319	83-120
Nightmare	33	340	1330-2394	6403-8169	13K-15K	3974-5740
Hell	52	1150	10K-19K	70K-89K	147K-166K	43K-63K
Inferno	61	1600	41K-73K	353K-450K	742K-840K	219K-316K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	29	Physical
Nightmare	462	
Hell	4097	
Inferno	18K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	38	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

MORLU INCINERATOR

MONSTER CLASS: MORLU

This Morlu spellcaster is a more powerful version of the Morlu Inferno. Like the Inferno, the Incinerator can exhale waves of burning energy that function as a short range attack. But he can also call down a blazing meteor strike from the sky onto the Hero's current position. In addition, the Incinerator can "phase-shift"—that is, instantly teleport over a short distance—making him difficult to target with your own attacks.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Arreat Crater: Levels 1-2, The Silver Spire: Levels 1-2

APPEARS IN ACT III, IV

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	30	185	933-1244	2333-2955	4821-5443	1555-2177
Nightmare	50	680	7902-11K	33K-42K	68K-77K	22K-31K
Hell	60	1550	33K-43K	190K-240K	392K-443K	127K-177K
Inferno	63	1600	183K-245K	1376K-1743K	2844K-3211K	917K-1284K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	412	Fire
Nightmare	3241	
Hell	12K	
Inferno	142K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	45	20	Death

SPECIAL ATTACKS & ABILITIES

BREATH OF FIRE

Beware this Morlu spellcaster's Breath of Fire, a quick blast of blistering heat that emanates outward from within his being. The attack has a fairly short range, but inflicts high damage.

METEOR

The Morlu Incinerator can call down a flaming meteor strike from the heavens. Stay sharp: The falling projectile is easy enough to avoid if you run immediately out of the orange targeting circle that appears on the ground under the Hero.

MORLU INVADER

MONSTER CLASS: MORLU

The Morlu Invader is a simple melee fighter, albeit an extremely powerful one. He swings his blade-bristled staff from several angles, but each registers as a single melee strike. What makes the Invader unique is his ability to revive himself after you land what appears to be a death blow. Keep hitting all Morlu Invaders until they completely dissipate.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Gardens of Hope 2nd Tier

APPEARS IN ACT IV

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	28	175	454-681	1589-2043	3405-3859	908-1362
Nightmare	48	640	4414-6621	26K-33K	55K-62K	15K-22K
Hell	59	1500	20K-30K	161K-207K	345K-391K	92K-138K
Inferno	63	1600	122K-183K	1284K-1651K	2752K-3119K	734K-1101K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	197	Physical
Nightmare	1580	
Hell	6308	
Inferno	85K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

REVIVE

When you land the blow that depletes the Morlu Invader's health bar, he falls into a statue-like kneeling position. But his "demise" is not yet final. If you don't strike this frozen form until it dissolves, the Invader will suddenly reanimate with a reduced amount of health.

MORLU LEGIONNAIRE

MONSTER CLASS: MORLU

The Morlu Legionnaire is a simple melee fighter, albeit an extremely powerful one. He swings his blade-bristled staff from several angles, but each registers as a single melee strike. What makes the Legionnaire unique is his ability to resuscitate after you land what appears to be a death blow. Keep hitting all Morlu Legionnaires until they completely dissipate.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: The Silver Spire: Levels 1-2

APPEARS IN ACT IV

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	28	175	454-908	1589-2043	3405-3859	908-1362
Nightmare	48	640	4414-8828	26K-33K	55K-62K	15K-22K
Hell	59	1500	20K-40K	161K-207K	345K-391K	92K-138K
Inferno	63	1600	122K-245K	1284K-1651K	2752K-3119K	734K-1101K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	262	Physical
Nightmare	2106	
Hell	8410	
Inferno	113K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

REVIVE

When you land the blow that depletes the Morlu Legionnaire's health bar, he falls into a statue-like kneeling position. But his demise is not yet final. If you don't strike this frozen form until it dissolves, the Legionnaire will suddenly reanimate with a reduced amount of health.

MOUNTED ARMADDON

MONSTER CLASS: SUBJUGATOR

This terrifying mounted foe combines the power and attacks of the Armaddon and the Subjugator. The great beast slams you with its head if you get close, and its rider flings grenades if you keep your distance—a real pick-your-poison scenario. Your attacks hit the Armaddon until it expires, and then the Subjugator dismounts and fights on foot. (See the Subjugator entry in this Bestiary for details on his solo behavior.)

MOVEMENT SPEED: Medium/Fast
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Gardens of Hope: Tiers 2-3, Hell Rift

APPEARS IN ACT IV

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	29	270	1273-1782	2163-2672	4199-4708	1782-2291
Nightmare	49	990	12K-17K	34K-42K	66K-74K	28K-36K
Hell	60	2325	54K-76K	215K-266K	418K-468K	177K-228K
Inferno	63	2400	306K-428K	1560K-1927K	3027K-3394K	1284K-1651K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	443	Physical
Nightmare	3445	
Hell	14K	
Inferno	170K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	75	20	Death

SPECIAL ATTACKS & ABILITIES

STEED STOMP

The Armaddon unleashes its bony, brutal chin-slam on those who get too close.

LOBBED SHOT

As he does on foot, the mounted Subjugator keeps a steady stream of firebombs flying toward the Hero.

MURDEROUS FIEND

MONSTER CLASS: GHOUL

Lurking in the caves of Act 2, the Murderous Fiend swings its jagged sword for a powerful single hit—either a quick downward rip or a curving horizontal slash—then quickly circles the Hero for another strike. The monster repeats this pattern for the duration of the fight: a single melee strike, followed by a quick flanking movement.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: Eastern Channel, Cave of Burrowing Horror: Level 1, Vile Cavern: Level 1

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	20	135	66-131	525-689	1181-1345	238-402
Nightmare	41	500	934-1867	12K-16K	28K-32K	5618-9492
Hell	56	1350	5480-11K	102K-134K	230K-262K	46K-78K
Inferno	62	1600	28K-56K	673K-884K	1515K-1726K	305K-516K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	99	Physical
Nightmare	1083	
Hell	6149	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

NOXIOUS GUARDIAN

MONSTER CLASS: SKELETON MAGE

This sickly green skeletal mage is truly noxious, as his name suggests. The Guardian is partially immune to Poison, with a 25% reduction in Poison damage taken. His long-range Poison Toss is a handful of green, poisonous slime. The Noxious Guardian has no real melee attack, but he'll sling poison from any range, including close up.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Short/Medium
LIKELY LOCATIONS: Sewers of Caldeum, Chamber of the Lost Idol, Western/Eastern Channels, Ruined Cistern,

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	18	125	87-174	415-539	911-1035	211-335
Nightmare	39	460	1352-2705	11K-14K	24K-27K	5452-8659
Hell	55	1300	8512-17K	95K-123K	208K-237K	48K-76K
Inferno	62	1600	49K-98K	705K-915K	1547K-1757K	358K-568K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	45	Poison
Nightmare	436	
Hell	2788	
Inferno	26K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	12	20	Death

SPECIAL ATTACKS & ABILITIES

POISON TOSS

The Noxious Guardian flings handfuls of plague-ridden green slime that inflict painful Poison damage.

OPPRESSOR

MONSTER CLASS: DEMON ELITE

At short range, the Oppressor delivers punishing two-handed blows with its massive mace and blisters foes with its Firebreath special attack. Occasionally, when you've gotten outside its melee range, the red beast unleashes a blinding burst of speed and slams the Hero with a fiery, full-throttle ramming attack. Don whatever fire-resistant gear you have and try to keep the Oppressor outside arm's length if you have a good ranged attack. Otherwise, you're in for a brutal fight.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Blessed Chancel, Radiant Chapel, Tabernacle of Light, The Great Span, Gardens of Hope: Tiers 1-3, The Silver Spire: Level 2, Hell Rift, Sacellum of Virtue, The Crystal Colonnade, Arreat Crater: Levels 1-2

APPEARS IN ACT IV

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	29	270	764-1018	1909-2418	3945-4454	1273-1782
Nightmare	49	990	7235-9646	30K-38K	62K-70K	20K-28K
Hell	60	2325	33K-43K	190K-240K	392K-443K	127K-177K
Inferno	63	2400	183K-245K	1376K-1743K	2844K-3211K	917K-1284K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	295	Physical
Nightmare	2297	
Hell	9279	
Inferno	113K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	45	20	Death

SPECIAL ATTACKS & ABILITIES

FIREBREATH

At close range, the Oppressor occasionally tries to toast you with a flaming breath that deals multiple hits of Fire-infused damage.

MEGA CHARGE

When you flee beyond the Oppressor's melee range, the red monster randomly bursts into a fiery sprint that rams the Hero, inflicting a painful jolt of Physical damage.

PAIN MONGER

MONSTER CLASS: DARK BERSERKER

The Pain Monger tries to hammer the Hero with his heavy battle mace, swinging it in wicked swipes. He also lopes and hops around your position, looking for a flank attack. His mighty, glowing Berserk Slam hits with extra power, but sometimes leaves your foe in a compromising position.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Hadi's Claim Mine, Road to Alcarnus, Town Cellar, Secret Altar, Stinging Winds

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	17	180	216-270	432-540	864-972	324-432
Nightmare	39	690	3864-4830	13K-16K	26K-29K	9621-13K
Hell	55	1950	24K-30K	113K-142K	227K-255K	85K-113K
Inferno	62	2400	140K-175K	842K-1052K	1684K-1894K	631K-842K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	125	Physical
Nightmare	1309	
Hell	8365	
Inferno	79K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	60	20	Death

SPECIAL ATTACKS & ABILITIES

BERSERK SLAM

Occasionally, the Pain Monger rears back, his battle mace glows orange, and he unleashes an overhead slam that inflicts heavy damage, as well as Knockback force. But he strikes so hard that his mace gets stuck in the ground for a few moments. Take advantage of this to get in some free hits.

PLAGUE CARRIER

MONSTER CLASS: BAT

The basic attack of the green-winged Plague Carrier is a jab with its poisoned anterior stinger. After a jab or two, the bat flaps away to a safe distance, bides its time, and then swoops in again for more Poison-infused jabs.

MOVEMENT SPEED: Slow/Medium
KNOCKBACK DISTANCE: Very Far
LIKELY LOCATIONS: The Festering Woods, Fields of Misery, Lost Mine: Levels 1-2, Scavenger's Den: Levels 1-2, Decaying Crypt: Levels 1-2, Den of the Fallen: Level 2

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	9	60	15-30	118-155	266-303	54-91
Nightmare	33	255	426-851	5652-7418	13K-14K	2561-4327
Hell	52	862.5	3308-6616	62K-81K	139K-158K	28K-47K
Inferno	61	1200	13K-26K	311K-409K	701K-798K	141K-238K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	15	Poison
Nightmare	231	
Hell	2049	
Inferno	9020	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

PLAGUE NEST

MONSTER CLASS: BAT (NEST)

This living nest-creature spawns the poison-spewing, green-winged Plague Carrier bat. The Plague Nest keeps spawning bats until eight flyers are in the air. Every time you kill a green bat, the nest spawns another one, trying to keep eight (and no more) Plague Carriers active. If you want to clear an area of bats, you must eliminate the Plague Nests.

MOVEMENT SPEED: n/a
KNOCKBACK DISTANCE: n/a
SPAWN LIMIT: 8 at a time
LIKELY LOCATIONS: The Festering Woods, Fields of Misery, Lost Mine: Levels 1-2, Scavenger's Den: Levels 1-2

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	10	127.5	126-168	189-231	357-399	168-210
Nightmare	34	540	3561-4748	8867-11K	17K-19K	7882-9852
Hell	52	1725	25K-33K	87K-106K	164K-183K	77K-96K
Inferno	61	2400	97K-130K	438K-535K	827K-925K	389K-487K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	33	Physical
Nightmare	496	
Hell	4097	
Inferno	18K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	80	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

PLAGUE SWARM

MONSTER CLASS: SWARM

These hovering clouds of nasty yellow insects buzz around the Hero in the "circle-strafe" method of attack: they relentlessly orbit, swooping in to bite occasionally, slowly sapping away health bit by bit. Plague Swarms are hard to shake, but try to distance yourself for a ranged counterattack if you can. Watch out for multiple swarms in some areas!

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: Fortified Bunker, Level 1

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	23	150	194-389	826-1069	1798-2041	437-680
Nightmare	43	540	2247-4494	16K-21K	35K-39K	8393-13K
Hell	57	1400	12K-25K	122K-158K	265K-301K	64K-100K
Inferno	63	1600	98K-196K	1248K-1615K	2716K-3083K	661K-1028K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	135	Physical
Nightmare	1319	
Hell	6766	
Inferno	113K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	18	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

POSSESSED

MONSTER CLASS: GROTESQUE

This pale, bloated member of the Corpulent family lives in the icy climes of Act 3. The Possessed tries to pierce you with spiked melee attacks or knock you back with a quick push. The monster explodes when killed, releasing a swarm of arctic bugs.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: Icefall Caves: Level 1

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	25	200	548-1017	1213-1526	2465-2778	861-1174
Nightmare	45	725	5901-11K	22K-27K	44K-50K	15K-21K
Hell	58	1812.5	31K-57K	158K-198K	320K-361K	112K-153K
Inferno	63	2000	214K-398K	1422K-1789K	2890K-3257K	1009K-1376K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	177	Physical
Nightmare	1597	
Hell	7553	
Inferno	113K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	53	20	Death

SPECIAL ATTACKS & ABILITIES

SPIKE ATTACK

When in melee range, the monster flings its arms outward as multiple spikes burst through its patchwork skin to inflict damage. The Possessed also unleashes painful spikes during its melee slam punch.

SUICIDE BOMB

When this monster dies, it explodes in shards of ice and a mass of flying pests called Frostbiters, which explode from its carcass. Three swarms of these nasty insects start attacking you!

QUILL DEMON

MONSTER CLASS: QUILL FIEND

The spiky Quill Demon typically travels in packs as it scurries around the Lost Mine and Scavenger's Den during Act 1. At close range, it lashes out at intruders with its front claws. But when a Quill Demon is at a distance, watch for it to suddenly rear up on its hind legs, then shoot a single quill at the Hero. This ranged attack is swift, so keep moving and strike back quickly—the demons fall easily.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: Lost Mine: Level 1, Scavenger's Den: Level 1

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	10	63.75	25-42	139-181	307-349	67-109
Nightmare	34	270	712-1187	6502-8473	14K-16K	3153-5123
Hell	52	862.5	4962-8270	64K-83K	141K-160K	31K-50K
Inferno	61	1200	19K-32K	321K-419K	711K-808K	156K-253K

DAMAGE

DifficultCy	Min Dmg Per Hit	Add Dmg Effect
Normal	16	Physical
Nightmare	248	
Hell	2049	
Inferno	9020	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	6	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

QUILL FIEND

MONSTER CLASS: QUILL FIEND

This spiky creature typically travels in packs as it scurries around Old Tristram Road and other areas in Act 1. At close range the Quill Fiend lashes out at prey with its front claws. But when the creature is at a distance, watch for it to suddenly rear up on its hind legs and fire a pair of razor-sharp quills at the Hero. This ranged attack is swift and painful, so keep moving and strike back quickly—Quill Fiends fall easily.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Lost Mine: Level 2, The Old Ruins, Old Tristram Road, The Weeping Hollow, Musty Cellar

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	1	30	3-5	16-22	36-42	8-13
Nightmare	31	225	508-847	4640-6046	10K-12K	2250-3656
Hell	51	825	4201-7001	54K-70K	119K-135K	26K-42K
Inferno	61	1200	19K-32K	321K-419K	711K-808K	156K-253K

DAMAGE

DifficulCty	Min Dmg Per Hit	Add Dmg Effect
Normal	5	Physical
Nightmare	198	
Hell	1838	
Inferno	9020	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	6	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

RANCID STUMBLER

MONSTER CLASS: RISEN DEAD

This staggering, red-skinned zombie is truly rancid. He hits you with two different melee attacks; a quick single-hand slash or a powerful upward thrust with both arms. When you "kill" a Rancid Stumbler, his fallen form often rips apart and suddenly his head and upper torso crawl to the attack! This Dust Biter is quick and pursues relentlessly, but is weak and easy to kill. (For more, see "Dust Biter" in this Bestiary.)

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: Desolate Sands

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	10	85	84-126	168-210	336-378	126-168
Nightmare	34	360	2374-3561	7882-9852	16K-18K	5911-7882
Hell	52	1150	17K-25K	77K-96K	154K-173K	58K-77K
Inferno	61	1600	65K-97K	389K-487K	779K-876K	292K-389K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	49	Physical
Nightmare	744	
Hell	6146	
Inferno	27K	

HEALTH GLOBES

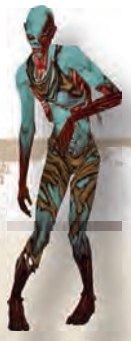
Rank	Drop %	Globe Size	Drops When?
Normal	60	20	Death

SPECIAL ATTACKS & ABILITIES

TORSO CRAWLER

When you "kill" a Rancid Stumbler, there's a chance that his upper torso will tear itself from the rest of the fallen body and then crawl, trailing strands of entrails, to continue the fight. The crawler torn from a Rancid Stumbler is called a Dust Biter. (See "Dust Biter" in this Bestiary.)

RAVENOUS DEAD



MONSTER CLASS: RISEN DEAD

This bluish zombie moves slowly, but don't let his tortured shuffle lull you into ignoring him. If the Ravenous Dead gets in close, his bite and claw-slash are devastating. He also turns quickly enough to make it hard to flank him. Wait for him to make his move, then counterstrike quickly. Note that the Ravenous Dead is also produced from the vomitous spew of the female zombie, the Retching Cadaver. (See "Retching Cadaver" in this Bestiary.)

MOVEMENT SPEED: Very Slow
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Den of the Fallen: Level 2, Cathedral: Level 1, Defiled Crypt, The Weeping Hollow, Cemetery of the Forsaken, Cellar of the Damned

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	5	60	13-17	57-74	125-142	30-47
Nightmare	31	300	635-847	4745-6151	10K-12K	2461-3867
Hell	51	1100	5251-7001	55K-71K	120K-137K	29K-45K
Inferno	61	1600	24K-32K	329K-426K	718K-815K	170K-268K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	8	Physical
Nightmare	198	
Hell	1838	
Inferno	9020	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	15	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

REAPER

MONSTER CLASS: SCAVENGER

Like its Scavenger cousins, the Reaper is a hyperactive beast, circling and digging obsessively between quick, sudden bursts of hostility. Found only in the Cave of Burrowing Horror, this speedy creature features a basic set of melee attacks: a quick bite or a vertical claw slash from very close range, plus a special Leap attack that strikes from further away. The Reaper frequently uses its special burrowing ability to surprise its prey or escape pressure.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: Cave of Burrowing Horror: Level 1

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	22	72.5	107-214	696-910	1552-1766	321-535
Nightmare	42	260	1281-2561	14K-18K	31K-35K	6377-11K
Hell	56	675	6850-14K	104K-136K	231K-263K	48K-80K
Inferno	62	800	35K-70K	684K-894K	1526K-1736K	316K-526K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	118	Physical
Nightmare	1198	
Hell	6149	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

LEAP

The Reaper occasionally uncorks a leaping, open-mouthed lunge that can strike from several yards away. Don't get complacent when the creature circles out of close melee range.

BURROW

The Reaper likes to burrow suddenly underground, then pop up unexpectedly nearby.

RETCHING CADAVER

MONSTER CLASS: RISEN DEAD

This female flesheater vomits her rancid stomach contents to produce zombie attackers (see "Ravenous Dead" in this Bestiary). The Retching Cadaver also tries to keep her distance so she can spew deadly chunks at you. Chase her down before she can produce more Ravenous Dead!

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Defiled Crypt, The Weeping Hollow

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	5	60	17-26	60-77	128-145	34-51
Nightmare	31	300	847-1271	4921-6327	11K-12K	2812-4218
Hell	51	1100	7001-11K	57K-73K	122K-139K	33K-49K
Inferno	61	1600	32K-49K	341K-438K	730K-827K	195K-292K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	16	Physical
Nightmare	397	
Hell	3677	
Inferno	18K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

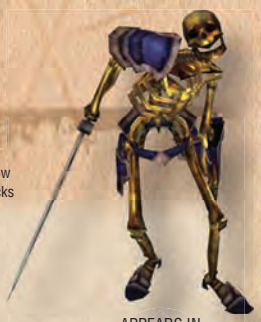
VOMIT SPAWN

The Retching Cadaver disgorges the contents of her stomach to produce Ravenous Dead zombies. She can vomit a total of 10 zombies.

DEATH SPIT

The Retching Cadaver can spew chunks of poisonous vomit that inflict damage when they strike.

RETURNED



MONSTER CLASS: SKELETON

Like its Skeleton-class brethren, the Returned rattles around in a slow circle, pausing occasionally to attack or laugh at you. His basic attacks are a simple kick and a sweeping sword slash. The Returned is easy to out-maneuver, but his constant flanking motion may let him slip behind you in a chaotic fight.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Very Far
LIKELY LOCATIONS: Drowned Temple, The Lyceum, Cathedral: Level 4, Warrior's Rest, Watch Tower: Level 2, Crypt of the Ancients, Defiled Crypt, The Festering Woods

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	10	85	29-42	141-183	309-351	71-113
Nightmare	34	360	831-1187	6601-8571	14K-16K	3350-5320
Hell	52	1150	5789-8270	65K-84K	142K-161K	33K-52K
Inferno	61	1600	23K-32K	326K-423K	715K-813K	165K-263K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	16	Physical
Nightmare	248	
Hell	2049	
Inferno	9020	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	12	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

RETURNED ARCHER

MONSTER CLASS: SKELETON

The Returned Archer can strike from considerable range with an uninterrupted stream of sharp missiles. Retaliate quickly with a ranged counterattack while moving side to side, or zigzag in close for a melee strike. Careful, though: Returned Archers keep firing even when you're at close range… and the closer you are, the more difficult it is to dodge arrows.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: Drowned Temple, Watch Tower, Level 2, Warrior's Rest, The Festering Woods

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	10	63.75	25-42	139-181	307-349	67-109
Nightmare	34	270	712-1187	6502-8473	14K-16K	3153-5123
Hell	52	862.5	4962-8270	64K-83K	141K-160K	31K-50K
Inferno	61	1200	19K-32K	321K-419K	711K-808K	156K-253K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	16	Physical
Nightmare	248	
Hell	2049	
Inferno	9020	

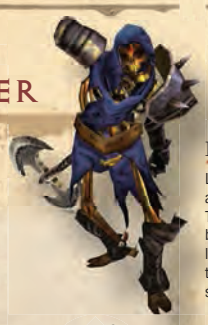
HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	6	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

RETURNED EXECUTIONER



MONSTER CLASS: SKELETON

This ragged, blue-hooded skeleton drags a huge twin-bladed axe as he staggers slowly in pursuit of the Hero. When the Skeletal Executioner gets within striking range, he grunts and performs one of two attacks: a great, hacking downward slash or a swooping horizontal swing. Either one hurts a lot. Slide out of range when the axe-man begins a swing, then step in quickly for a counterstrike when he finishes.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Defiled Crypt, Watch Tower: Level 2, The Cursed Hold

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	13	100	124-186	248-310	496-558	186-248
Nightmare	35	380	2614-3921	8678-11K	17K-20K	6509-8678
Hell	53	1200	19K-28K	88K-110K	176K-198K	66K-88K
Inferno	61	1600	65K-97K	389K-487K	779K-876K	292K-389K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	126	Physical
Nightmare	1306	
Hell	11K	
Inferno	45K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	60	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

RETURNED SHIELDMAN

MONSTER CLASS: SKELETON

Like its shield-bearing cousins, the Returned Shieldman boasts the ability to block your attacks. The bony creature roams the Drowned Temple and Watch Tower, lurching directly toward you then ducking behind its glowing, heavy shield. Note that the Returned Shieldman lowers its shield to deliver blows—take advantage of that lapse to strike! His basic melee attacks are a simple kick and a lunging sword slash.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: Watch Tower: Level 2, Drowned Temple

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	10	63.75	29-42	141-183	309-351	71-113
Nightmare	34	270	831-1187	6601-8571	14K-16K	3350-5320
Hell	52	862.5	5789-8270	65K-84K	142K-161K	33K-52K
Inferno	61	1200	23K-32K	326K-423K	715K-813K	165K-263K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	8	Physical
Nightmare	124	
Hell	1024	
Inferno	4510	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	12	20	Death

SPECIAL ATTACKS & ABILITIES

BLOCK

The Returned Shieldman can block your attacks with its glowing shield. Once you inflict enough damage, the shield shatters making it easier to finish off the undead monster. You can also strike the skeleton directly when it lowers its shield to deliver blows.

RETURNED SUMMONER

MONSTER CLASS: SKELETON

The Skeleton Summoner sub-class features powerful skeletal spellcasters who arrive with a crew of bony minions and who summon up replacements for any of those minions that you shatter, up to a summon cap of four. When they're not spawning skeletons, these summoners sling deadly Arcane Orbs at the Hero from long range. They keep their distance, and flee when you get too close. The Returned Summoner arrives with an escort of four Returned, summoning replacements as they fall. Note that eliminating the Returned Summoner ends the summoning activity, but any remaining skeletal minions will fight on until you smash them, too.

APPEARS IN ACT I

MOVEMENT SPEED: Slow/Medium
KNOCKBACK DISTANCE: Medium
SUMMON LIMIT: 4 Returned at a time
LIKELY LOCATIONS: Drowned Temple, Crypt of the Ancients

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	10	106.25	50-76	151-193	319-361	92-134
Nightmare	34	450	1424-2137	7094-9064	15K-17K	4335-6305
Hell	52	1437.5	9924-15K	69K-89K	146K-166K	42K-62K
Inferno	61	2000	39K-58K	350K-448K	740K-837K	214K-311K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	33	Physical
Nightmare	496	
Hell	4097	
Inferno	18K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	36	20	Death

SPECIAL ATTACKS & ABILITIES

ARCANE ORB

When not summoning Skeletons, the Returned Summoner conjures up dark energy orbs and slings them at you from afar. These orbs inflict Arcane damage with each strike.

SUMMON RETURNED

The Returned Summoner arrives with a contingent of four Returned. Every time you destroy one of these undead, the dark magician summons another to takes its place. Each Returned Summoner can have no more than four minion Skeletons on the field at any one time.

RISEN

MONSTER CLASS: RISEN DEAD

Old Tristram Road, Mass Grave, Adria's Hut, Cathedral, Cathedral: Levels 1-2, 4, Watch Tower: Level 2, The Lyceum

This gaunt, greenish zombie is your basic, ubiquitous minion of Hell found all over Act 1. The Risen seeks to take a quick bite of your lovely flesh. If he can't do that, he takes a vicious swipe with his slashing bony claw.

APPEARS IN ACT I

MOVEMENT SPEED: Very Slow
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Overlook Road, New Tristram, The Hidden Cellar, Musty/Dank/Damp/Dark Cellars, The Old Ruins, The Cave Under the Well,

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	1	40	4-8	17-22	37-42	9-14
Nightmare	31	300	635-1271	4745-6151	10K-12K	2461-3867
Hell	51	1100	5251-11K	55K-71K	120K-137K	29K-45K
Inferno	61	1600	24K-49K	329K-426K	718K-815K	170K-268K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	10	Physical
Nightmare	397	
Hell	3677	
Inferno	18K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	15	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

ROCK GIANT

MONSTER CLASS: SAND MONSTER

The Rock Giant is a magma demon that disintegrates into molten rock when defeated. His great fists hammer at foes with a raging, territorial fury. Fortunately, this powerful monster is lumbering and slow, so you can circle and flank him to avoid his rock-hardened punches.

APPEARS IN ACT II

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Very Short
LIKELY LOCATIONS: The Veiled Treasure, The Unknown Depths, The Storm Halls, Halls of Dusk

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	22	362.5	642-1070	963-1177	1819-2033	856-1070
Nightmare	42	1300	7683-13K	19K-23K	36K-40K	17K-21K
Hell	56	3375	41K-68K	144K-176K	271K-303K	128K-160K
Inferno	62	4000	210K-351K	947K-1157K	1789K-1999K	842K-1052K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	118	Physical
Nightmare	1198	
Hell	6149	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	80	20	Death

SPECIAL ATTACKS & ABILITIES

SAND WALL

Every five or six punches, the Rock Giant conjures up a whirling wall of sand around himself and slams both fists into the ground.

ROCKWORM

MONSTER CLASS: ROCKWORM

The Rockworm is one of the most horrifying creatures in the land. It suddenly bursts through the earth's crust, opens its multi-hinged jaws, and attempts to devour whatever moves nearby—the Hero, for example. If you move away, it retracts back into the ground. But it's not gone… it's following you!

MOVEMENT SPEED (BURROWING): Fast
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Cave of Burrowing Horror: Level 1, Vile Cavern: Level 1, Flooded Cave: Levels 1-2

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	17	180	162-292	405-513	837-945	270-378
Nightmare	39	690	2898-5216	12K-15K	25K-28K	8018-11K
Hell	55	1950	18K-33K	106K-135K	220K-248K	71K-99K
Inferno	62	2400	105K-189K	789K-1000K	1631K-1841K	526K-737K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	167	Physical
Nightmare	1745	
Hell	11K	
Inferno	106K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	45	20	Death

SPECIAL ATTACKS & ABILITIES

BURROW

If you move a short distance from the Rockworm, it retracts back into its hole and burrows underground, hidden from sight… until it suddenly re-emerges right next to you again!

ROTTING IMP

MONSTER CLASS: DUST IMP

This variant of the Dust Imp species has all of the typical Imp characteristics: small but vicious with a toothy, darting attack and swift circling movements. Their speed and tendency to travel in packs makes the Rotting Imps difficult to target, but area attacks with Knockback can be very effective against them.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: The Veiled Treasure

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	22	116	96-193	690-904	1546-1760	316-530
Nightmare	42	416	1152-2305	14K-18K	31K-35K	6271-11K
Hell	56	1080	6165-12K	103K-135K	231K-263K	47K-79K
Inferno	62	1280	32K-63K	679K-889K	1521K-1731K	310K-521K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	59	Physical
Nightmare	599	
Hell	3075	
Inferno	26K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

SAND BEHEMOTH

MONSTER CLASS: SAND MONSTER

fury. Fortunately, this powerful monster is lumbering and slow, so you can circle and flank him to avoid his rock-hardened punches.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Very Short
LIKELY LOCATIONS: Realm of Shadow

APPEARS IN ACT II

The Sand Behemoth is a magma demon that disintegrates into molten rock when defeated. His great fists can hammer at foes with a raging, territorial

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	22	362.5	642-1070	963-1177	1819-2033	856-1070
Nightmare	42	1300	7683-13K	19K-23K	36K-40K	17K-21K
Hell	56	3375	41K-68K	144K-176K	271K-303K	128K-160K
Inferno	62	4000	210K-351K	947K-1157K	1789K-1999K	842K-1052K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	118	Physical
Nightmare	1198	
Hell	6149	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	80	20	Death

SPECIAL ATTACKS & ABILITIES

SAND WALL

Every five or six punches, the Sand Behemoth conjures up a whirling wall of sand around himself and slams both fists into the ground.

SAND DERVISH

MONSTER CLASS: BLADEDEVIL

The Sand Dervish is a version of the Dune Dervish you met back in Hadi's Claim Mine. Its attack is like its cousin's: swirling, graceful, hypnotic… and extremely lethal. If you get sucked into its Lightning-infused whirlwind of blades, the Hero is slowed and bleeds health rapidly over several seconds. Stay out of the attack radius and hit from afar. If you must get in close, use the very brief window (just 2 or 3 seconds) between each whirlwind action, hit fast, and then get back!

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: Dahlgur Oasis, Path to the Oasis

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	16	172.5	188-282	376-470	752-846	282-376
Nightmare	38	660	3510-5265	12K-15K	23K-26K	8740-12K
Hell	54	1875	21K-32K	100K-125K	200K-225K	75K-100K
Inferno	62	2400	140K-210K	842K-1052K	1684K-1894K	631K-842K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	77	Physical
Nightmare	776	
Hell	5045	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	60	20	Death

SPECIAL ATTACKS & ABILITIES

WHIRLWIND

When the Sand Dervish twirls, it deals physical pain infused with Lightning damage. It also inflicts the Slow status on targets caught within the radius of the entity's spinning blades.

SAND DWELLER

MONSTER CLASS: SAND MONSTER

More than mere winds move the shifting sands of the Sanctuary deserts. Watch for the great sand monsters that rise up from the very ground to guard their sacred territory. The Sand Demon's great fists hammer at foes with ancient fury. Fortunately, this powerful monster is lumbering and slow, so circle and flank it to avoid its gritty punches.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Very Short
LIKELY LOCATIONS: The Unknown Depths, Desolate Sands

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	20	337.5	492-820	738-902	1394-1558	656-820
Nightmare	41	1250	7002-12K	17K-21K	33K-37K	15K-19K
Hell	56	3375	41K-68K	144K-176K	271K-303K	128K-160K
Inferno	62	4000	210K-351K	947K-1157K	1789K-1999K	842K-1052K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	99	Physical
Nightmare	1083	
Hell	6149	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	80	20	Death

SPECIAL ATTACKS & ABILITIES

SAND STORM

Every five or six punches, the Sand Dweller conjures up a whirling storm of sand around himself and slams both fists into the ground. This briefly increases the Physical damage of the monster's melee swings.

SAND WASP

MONSTER CLASS: SAND WASP

This standard variant of the sand wasp species drifts in close for a jab with its Poison-infused stinger. The Sand Wasp can also fire a series of "mini-wasp" projectiles that fly long-distance on a straight line and impact with a poisonous splatter.

MOVEMENT SPEED: Slow/Medium
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: The Crumbling Vault, Stinging Winds, Black Canyon Bridge, Black Canyon Mines, Road to Alcarnus, Howling Plateau, Deserted Cellar, Sundered Canyon

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	15	110	32-65	259-340	583-664	117-198
Nightmare	37	420	637-1274	8462-11K	19K-22K	3834-6479
Hell	54	1250	4299-8598	80K-105K	180K-205K	36K-61K
Inferno	62	1600	28K-56K	673K-884K	1515K-1726K	305K-516K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	53	Poison
Nightmare	514	
Hell	3784	
Inferno	40K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

STINGER MISSILES

The Sand Wasp can unleash a stream of four green "mini-wasp" projectiles that target the Hero's position from long range. They fly in a straight line, so get out of their trajectory when you see them coming!

SAVAGE BEAST

MONSTER CLASS: BEAST

The shaggy, brown Savage Beast is a brutal melee fighter. This monster likes close combat, mauling you with teeth and horns, then rearing up on its hind legs for powerful, ground-pounding attacks. Beware of its surprising Charge—just when you think you've gained separation for a breather, the Savage Beast makes a lightning-fast dash right into your personal space.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: Southern Highlands, Fields of Misery

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	10	170	168-210	210-252	378-420	210-252
Nightmare	34	170	4748-5935	9852-12K	18K-20K	9852-12K
Hell	52	2300	33K-41K	96K-116K	173K-193K	96K-116K
Inferno	61	3200	130K-162K	487K-584K	876K-973K	487K-584K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	33	Physical
Nightmare	496	
Hell	4097	
Inferno	18K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	60	20	Death

SPECIAL ATTACKS & ABILITIES

CHARGE

The Beast's fearsome Charge is a surprisingly fast dash attack that ends with a painful head butt. Watch for the telltale snort of smoke and ground-pawing activity that immediately precede it. The Charge's cooldown time is just a few seconds, so by the time you disengage and get separation from the monster, it's often already prepared to charge again. Keep circling the Beast, so it can't lock onto your position.

SAVAGE FIEND

MONSTER CLASS: GHOUL

Found throughout the Cursed Hold, the Savage Fiend swings its jagged sword for a powerful single hit—either a quick downward rip or a curving horizontal slash—then quickly circles the Hero for another strike. The monster repeats this pattern for the duration of the fight: a single melee strike, followed by a quick flanking movement.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: The Cursed Hold

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	13	100	25-50	198-260	446-508	90-152
Nightmare	35	380	523-1046	6943-9112	16K-18K	3146-5316
Hell	53	1200	3782-7563	70K-93K	159K-181K	32K-54K
Inferno	61	1600	13K-26K	311K-409K	701K-798K	141K-238K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	51	Physical
Nightmare	522	
Hell	4553	
Inferno	18K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

SAVAGE FLYER

MONSTER CLASS: BAT

The Savage Flyer is a blue-winged carrion bat whose basic attack is a jab with its poisoned anterior stinger. After a jab or two, the bat flaps away to a safe distance, bides its time, and then swoops in again for more Lightning-infused jabs. These creatures are spawned from nests called Blood Nests; find and destroy them if you want to clear an area of bats.

MOVEMENT SPEED: Slow/Medium
KNOCKBACK DISTANCE: Very Far
LIKELY LOCATIONS: Flooded Cave: Levels 1-2, The Unknown Depths, The Storm Halls, Ancient Cave: Levels 1-2

APPEARS IN ACTS II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	18	93.75	56-112	400-524	896-1020	183-307
Nightmare	39	345	869-1739	10K-14K	23K-26K	4731-7938
Hell	55	975	5472-11K	91K-120K	205K-233K	42K-70K
Inferno	62	1200	32K-63K	679K-889K	1521K-1731K	310K-521K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	89	Poison
Nightmare	873	
Hell	5577	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

SAVAGE ROCKWORM

MONSTER CLASS: ROCKWORM

This variety of Rockworm is found only in the Tunnels of the Rockworm or Sirocco Caverns areas. Like its relative, the standard Rockworm, the Savage Rockworm bursts suddenly from the ground, opens its multi-hinged jaws, and takes huge chomping bites at its prey. If you don't move, the worm actually drags you underground for a short time before spewing you back out. If you retreat, the great burrowing monster retracts into the ground. But if you move just a short distance away, it emerges next to you for another feeding attempt.

MOVEMENT SPEED: (Burrowing) Fast
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Tunnels of the Rockworm, Sirocco Caverns: Level 1

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	16	172.5	141-254	353-447	729-823	235-329
Nightmare	38	660	2633-4739	11K-14K	23K-25K	7283-10K
Hell	54	1875	16K-29K	94K-119K	194K-219K	63K-88K
Inferno	62	2400	105K-189K	789K-1000K	1631K-1841K	526K-737K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	77	Physical
Nightmare	776	
Hell	5045	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	45	20	Death

SPECIAL ATTACKS & ABILITIES

SWALLOW

If you move a short distance from the Savage Rockworm, it retracts back into its hole and burrows underground, hidden from sight… until it suddenly re-emerges beneath you and swallows you whole! The worm will drag you underground, then spit you out, inflicting damage the entire time.

SCAVENGER

MONSTER CLASS: SCAVENGER

Scavengers are hyperactive beasts, circling and digging obsessively between quick, sudden bursts of hostility. This speedy creature features a basic set of melee attacks: a quick bite or a vertical claw slash from very close range, plus a special Leap attack that strikes from further away.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Medium/Far
LIKELY LOCATIONS: Den of the Fallen: Levels 1-2, The Weeping Hollow, Sheltered Cottage, Fields of Misery

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	6	32.5	9-21	74-97	166-189	33-56
Nightmare	32	160	380-856	5052-6630	11K-13K	2289-3868
Hell	51	550	2800-6301	52K-69K	117K-134K	24K-40K
Inferno	61	800	13K-29K	311K-409K	701K-798K	141K-238K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	14	Physical
Nightmare	322	
Hell	2758	
Inferno	14K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

LEAP

The Scavenger occasionally uncorks a leaping, open-mouthed lunge that can strike from several yards away. Don't get complacent when the creature circles out of close melee range!

SCORCHING CREEPER

MONSTER CLASS: SPIDER

This fire-red arachnid and its frigid cousin, the Frost Lurker, both infest The Unknown Depths of Act 2. The Scorching Creeper doesn't spit web shots to slow you like its non-elemental cousins do, but its swift, fiery bites inflict painful Fire damage to hasten your demise.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Very Short
LIKELY LOCATIONS: The Unknown Depths

APPEARS IN ACTS II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	20	135	656-820	820-984	1476-1640	820-984
Nightmare	41	500	9336-12K	19K-23K	35K-39K	19K-23K
Hell	56	1350	55K-68K	160K-192K	287K-319K	160K-192K
Inferno	62	1600	281K-351K	1052K-1263K	1894K-2105K	1052K-1263K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	174	Fire
Nightmare	1896	
Hell	11K	
Inferno	92K	

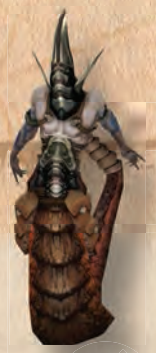
HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	90	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

SERPENT MAGUS



MONSTER CLASS: DECEIVER

This snakeman spellcaster is powerful with Lightning magic. Beware of the shocking electric ring that he casts around himself in a wide arc. If you have no ranged attack, pull back and lure the Serpent Magus into movement… then rush in for a few good hits once his sparkling field dissipates.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Short/Medium
LIKELY LOCATIONS: Sewers of Caldeum, Hidden Channel, Hidden Aqueducts, Tomb of Khan Dakab, Tomb of Sardar, Western/Eastern Channels, Ruined Cistern, The Ruins: Level 1, The Crumbling Vault, City of Caldeum, Dahlgur Oasis, Path to the Oasis

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	17	132	108-162	378-486	810-918	216-324
Nightmare	39	506	1932-2898	11K-14K	24K-27K	6414-9621
Hell	55	1430	12K-18K	99K-127K	212K-241K	57K-85K
Inferno	62	1760	70K-105K	737K-947K	1578K-1789K	421K-631K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	42	Physical
Nightmare	436	
Hell	2788	
Inferno	26K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

LIGHTNING RING

The Serpent Magus can summon a powerful Lightning spell that casts a wide electrified circle around himself that damages any foe within its radius. The spell stays active until you either retreat out of the circle and lure him into movement, or else land a solid blow or two on the Magus.

SHADOW VERMIN

MONSTER CLASS: SHADOW VERMIN

The shadow vermin class is a species of odd, vaporous entities that seem to swim through solid ground. The prototype Shadow Vermin variant is black as night. It creeps in swiftly, then rises up to slash with long, dark foreclaws. The vermin often glide out of your visual range for seconds at a time, lulling you into lowering your guard. Don't do so—they return eventually.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: Gardens of Hope: Tiers 2-3, Fortified Bunker: Levels 1-2, The Barracks: Levels 1-2, The Battlefield Stores: Levels 1-2, Foundry: Levels 1-2, Blessed Chancel

APPEARS IN ACT III, IV

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	29	135	102-204	1578-2087	3614-4123	687-1196
Nightmare	49	495	965-1929	25K-33K	57K-65K	11K-19K
Hell	60	1162.5	4345-8690	157K-208K	359K-410K	68K-119K
Inferno	63	1200	24K-49K	1138K-1505K	2605K-2972K	495K-862K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	103	Physical
Nightmare	804	
Hell	3248	
Inferno	40K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

SHADE STALKER

MONSTER CLASS: SHADOW VERMIN

The shadow vermin class is a species of odd, vaporous entities that seem to swim through solid ground. Shade Stalkers creep in swiftly, then rise up to slash with long, dark foreclaws. The vermin often glide out of your visual range for seconds at a time, lulling you into lowering your guard. Don't do so—they return eventually.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: Realm of Shadow

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	21	105	19-66	573-761	1325-1513	244-432
Nightmare	42	390	256-896	13K-17K	30K-34K	5527-9778
Hell	56	1012.5	1370-4795	97K-129K	225K-257K	41K-73K
Inferno	62	1200	7015-25K	642K-852K	1484K-1694K	274K-484K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	51	Physical
Nightmare	599	
Hell	3075	
Inferno	26K	

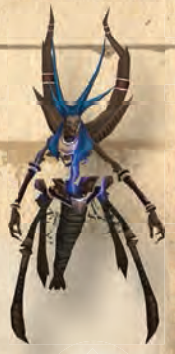
HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

SHOCK GUARDIAN



MONSTER CLASS: SKELETON MAGE

This sparkling, electrified skeletal mage is partially immune to Lightning damage. His long-range Lightning Shot fires a blast of shocking electricity. The Shock Guardian has no real melee attack, but he'll fire his electric bolts at any range.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Short/Medium
LIKELY LOCATIONS: Mysterious Cave: Levels 1-2, Vault of the Assassin, The Forgotten Ruins

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	19	130	72-143	465-608	1037-1180	215-358
Nightmare	40	480	1062-2124	11K-15K	26K-29K	5289-8815
Hell	55	1300	6080-12K	92K-120K	205K-234K	42K-71K
Inferno	62	1600	35K-70K	684K-894K	1526K-1736K	316K-526K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	47	Lightning
Nightmare	487	
Hell	2788	
Inferno	26K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

LIGHTNING SHOT

The Shock Guardian delivers a charged blast of Lightning with long range accuracy. The shot moves fairly quickly, but the Guardian telegraphs it with an exaggerated inhalation-like prelude that gives you a couple of seconds to move out of the shot trajectory.

SHOCKING CRAWLER

MONSTER CLASS: SPIDER

This electric-blue arachnid and its poisonous cousin, the Venomous Spinner, both infest The Storm Halls in Act 2. The Shocking Crawler doesn't spit web shots to slow you like its non-elemental brethren, but its swift, electric bites inflict lethal Lightning damage to shock you into submission.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Very Short
LIKELY LOCATIONS: The Storm Halls

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	22	145	963-1177	1177-1391	1980-2194	1177-1391
Nightmare	42	520	12K-14K	23K-28K	39K-44K	23K-28K
Hell	56	1350	62K-75K	176K-207K	295K-327K	176K-207K
Inferno	62	1600	316K-386K	1157K-1368K	1947K-2157K	1157K-1368K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	177	Lightning
Nightmare	1797	
Hell	9224	
Inferno	79K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	90	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

SHOCKING SPIDERLING

MONSTER CLASS: SPIDERLING

Watch for multicolored towers that spawn elemental spiderlings. Glowing dark blue Guardian Towers produce Shocking Spiderlings, dark blue arachnids that inflict Lightning damage with every bite. Each tower spawns spiderlings until six are crawling on the field; if you kill any, the tower instantly spawns enough new spiderlings to replace the lost ones, up to the limit of six total. The towers are easy to destroy, so hit them quickly to stop the spawning.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Short
SPAWN LIMIT: Up to 6 at a time
LIKELY LOCATIONS: The Unknown Depths, The Storm Halls

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	22	0	107-214	696-910	1552-1766	321-535
Nightmare	42	0	1281-2561	14K-18K	31K-35K	6377-11K
Hell	56	0	6850-14K	104K-136K	231K-263K	48K-80K
Inferno	62	0	35K-70K	684K-894K	1526K-1736K	316K-526K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	88	Lightning
Nightmare	899	
Hell	4612	
Inferno	40K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Common	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

SKELETAL ARCHER

MONSTER CLASS: SKELETON

The Skeletal Archer is the prototype of the archer sub-class. Deployed throughout the Cathedral and Royal Crypt in Act 1, these bowmen can strike from considerable range with a steady stream of arrows. Don't let Skeletal Archers target you with impunity. Strike back quickly with your ranged counterattack while moving side to side, or zigzag in close for a melee strike. Careful, though: these archers keep firing even when you're close… and the closer you are, the less time you have to dodge arrows.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Medium/Far
LIKELY LOCATIONS: The Lyceum, Cathedral: Levels 1-4, The Royal Crypts, Watch Tower: Level 2

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	7	52.5	17-28	92-120	204-232	45-73
Nightmare	32	240	571-951	5210-6788	12K-13K	2526-4105
Hell	51	825	4201-7001	54K-70K	119K-135K	26K-42K
Inferno	61	1200	19K-32K	321K-419K	711K-808K	156K-253K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	11	Physical
Nightmare	214	
Hell	1838	
Inferno	9020	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	6	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

SKELETAL BOWMASTER

MONSTER CLASS: SKELETON

The Skeletal Bowmaster can fire a deadly stream of arrows from great range. Keep moving to stay ahead of his targeting, stopping only to fire back with a ranged counterattack. If you're a melee fighter, zigzag as you close the distance for your strike. Keep in mind that Skeletal Rangers will fire at you regardless of distance. The closer you are, the less time you have to dodge their arrows.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: The Unknown Depths, The Storm Halls, Halls of Dusk

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	20	101.25	98-164	541-705	1197-1361	262-426
Nightmare	41	375	1400-2334	13K-17K	28K-32K	6199-10K
Hell	56	1012.5	8219-14K	105K-137K	233K-265K	51K-83K
Inferno	62	1200	42K-70K	694K-905K	1536K-1747K	337K-547K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	50	Physical
Nightmare	542	
Hell	3075	
Inferno	26K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	6	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

SKELETAL MARAUDER

MONSTER CLASS: SKELETON

Look for this Level 25 goon in the Keep Depths and Foundry of Act 3. Like its sub-class relatives, the Skeletal Marauder blocks your attacks with its glowing shield. This undead monster advances directly toward you, then ducks behind its heavy shield. Note that the Marauder lowers its shield to deliver blows—you can strike the skeleton itself during those moments. Its basic melee attacks are a simple kick and a nasty sword swipe.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: The Keep Depths: Levels 1-3, Battlefield Stores: Level 1

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	25	120	219-313	1049-1362	2301-2614	532-845
Nightmare	45	435	2360-3372	19K-24K	41K-47K	9516-15K
Hell	58	1087.5	12K-17K	136K-177K	299K-340K	69K-110K
Inferno	63	1200	86K-122K	1229K-1596K	2697K-3064K	624K-991K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	44	Physical
Nightmare	399	
Hell	1888	
Inferno	28K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	12	20	Death

SPECIAL ATTACKS & ABILITIES

BLOCK

The Skeletal Marauder can block your attacks with its blue-glowing shield. Once you inflict enough damage to it, the shield shatters making it easier to finish off the undead monster. You can also strike the skeleton directly whenever it lowers its shield to deliver blows.

SKELETAL RAIDER

MONSTER CLASS: SKELETON

Like its shield-bearing skeleton relatives, the Skeletal Raider can block your attacks with its glowing shield. This rattling creature can be found throughout Act 2, advancing directly toward you as it hunkers behind the protection of its heavy shield. Note that the Skeletal Raider lowers its shield to deliver blows—take advantage of that lapse to get in direct hits on the skeleton himself. As with most skeletons, his basic melee strikes are a single kick and a sweeping sword slash.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Very Far
LIKELY LOCATIONS: The Unknown Depths, The Storm Halls, Halls of Dusk

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	20	101.25	74-111	148-185	296-333	111-148
Nightmare	41	375	2128-3192	7065-8831	14K-16K	5299-7065
Hell	56	1012.5	17K-25K	77K-96K	154K-173K	58K-77K
Inferno	62	1200	65K-97K	389K-487K	779K-876K	292K-389K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	73	Physical
Nightmare	1155	
Hell	10K	
Inferno	45K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	12	20	Death

SPECIAL ATTACKS & ABILITIES

BLOCK

The Skeletal Raider can block your attacks with its glowing shield. Once you inflict enough damage to it, the shield shatters making it easier to finish off the undead monster. You can also strike the skeleton directly whenever it lowers its shield to deliver blows.

SKELETAL RANGER

MONSTER CLASS: SKELETON

Deployed throughout the underground caves and waterways of Act 2, Skeletal Rangers can strike from great range with a steady, inexhaustible supply of arrows. Hit back quickly with your ranged counterattack while sliding side to side, or zigzag in close for a melee strike. Be careful, though; Skeletal Rangers keep firing even when you're right next to them… and the closer you are, the less time you have to dodge their arrows.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Very Far
LIKELY LOCATIONS: Sewers of Caldeum, Chamber of the Lost Idol, Eastern/Western Channels, Mysterious Cave: Levels 1-2, Ruined Cistern

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	18	93.75	74-124	409-533	905-1029	198-322
Nightmare	39	345	1159-1932	11K-14K	23K-27K	5131-8339
Hell	55	975	7296-12K	93K-122K	207K-235K	45K-74K
Inferno	62	1200	42K-70K	694K-905K	1536K-1747K	337K-547K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	45	Physical
Nightmare	436	
Hell	2788	
Inferno	26K	

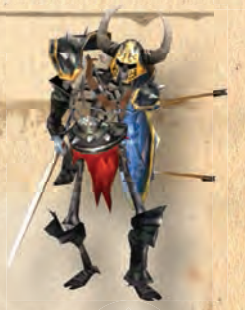
HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	6	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

SKELETAL SENTRY



MONSTER CLASS: SKELETON

Like its Shield Skeleton sub-class cousins, the Skeletal Sentry features the ability to block your attacks. This horn-helmed creature roams the underground waterways during Act 2, staggering straight toward you then ducking behind its heavy, glowing shield. Note that the Sentry drops its shield to deliver blows—take advantage of that lapse to strike! Its basic melee attacks are a simple kick and a sweeping sword slash.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Very Far
LIKELY LOCATIONS: Sewers of Caldeum, Western/Eastern Channels, Ruined Cistern

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	18	93.75	87-124	415-539	911-1035	211-335
Nightmare	39	345	1352-1932	11K-14K	24K-27K	5452-8659
Hell	55	975	8512-12K	95K-123K	208K-237K	48K-76K
Inferno	62	1200	49K-70K	705K-915K	1547K-1757K	358K-568K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	22	Physical
Nightmare	218	
Hell	1394	
Inferno	13K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	12	20	Death

SPECIAL ATTACKS & ABILITIES

BLOCK

The Skeletal Sentry can block your attacks with its glowing shield. Once you inflict enough damage, the shield shatters making it easier to finish off the undead monster. You can also strike the skeleton directly when it lowers its shield to deliver blows.

SKELETAL SHIELDBEARER

MONSTER CLASS: SKELETON

The Skeletal Shieldbearer is the prototype of its Shield Skeleton subclass. Like its brethren, this creature can block your attacks with its glowing shield. It roams the Royal Crypts and the Festering Woods during Act 1, staggering directly toward you then ducking behind its heavy shield. Note that the Skeletal Shieldbearer lowers its shield to deliver blows—take advantage of that lapse to strike! Its basic melee attacks are a simple kick and a lunging sword slash.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: Cathedral: Levels 1, 4, The Lyceum, The Royal Crypts, The Festering Woods

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	7	52.5	20-28	94-122	206-234	48-76
Nightmare	32	240	666-951	5289-6867	12K-13K	2684-4262
Hell	51	825	4901-7001	55K-71K	120K-136K	28K-44K
Inferno	61	1200	23K-32K	326K-423K	715K-813K	165K-263K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	17	Physical
Nightmare	322	
Hell	2758	
Inferno	14K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	12	20	Death

SPECIAL ATTACKS & ABILITIES

BLOCK

The Skeletal Shieldbearer can block your attacks with its glowing shield. Once you inflict enough damage, the shield shatters making it easier to finish off the undead monster. You can also strike the skeleton directly when it lowers its shield to deliver blows.

SKELETAL WARRIOR

MONSTER CLASS: SKELETON

The red-boned Skeletal Warrior haunts the Keep Depths. Its basic attacks are typical of the skeleton variants: a swift front kick and a broad sword slash. The Warrior is easy to out-maneuver, but its constant flanking motion may let it slip behind you in a wild melee.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Very Far
LIKELY LOCATIONS: Halls of Dusk, The Keep Depths: Level 1, The Storm Halls, The Unknown Halls

APPEARS IN ACT II, III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	5	48	8-15	55-72	123-140	25-42
Nightmare	31	240	381-762	4534-5940	10K-12K	2074-3480
Hell	51	880	3150-6301	53K-69K	118K-134K	24K-40K
Inferno	61	1280	15K-29K	314K-411K	703K-801K	144K-241K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	8	Physical
Nightmare	198	
Hell	1838	
Inferno	9020	

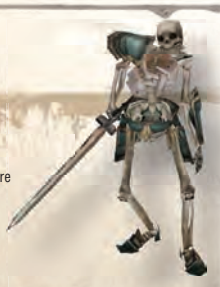
HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

SKELETON



MONSTER CLASS: SKELETON

This bone-headed fellow loves to rattle around in a circle, pausing occasionally to laugh at the folly of your existence. His basic attacks are a simple kick and a sweeping sword slash. The Skeleton is slow and easy to out-maneuver, but his constant flanking motion may let him slip behind you in a chaotic fight.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Very Far
LIKELY LOCATIONS: Cathedral: Levels 1-4, Cemetery of the Forsaken, Chancellor's Tomb, The Royal Crypts, Defiled Crypt, The Weeping Hollow Watch Tower: Level 2

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	6	52	8-15	55-72	123-140	25-42
Nightmare	32	256	381-762	4534-5940	10K-12K	2074-3480
Hell	51	880	3150-6301	53K-69K	118K-134K	24K-40K
Inferno	61	1280	15K-29K	314K-411K	703K-801K	144K-241K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	8	Physical
Nightmare	198	
Hell	1838	
Inferno	9020	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	12	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

SKULL CLEAVER

MONSTER CLASS: SKELETON

This gray-cloaked skeleton hauls a huge twin-bladed axe as he lumbers steadily in pursuit of the Hero. When a Skull Cleaver gets within striking range, he grunts and performs one of two attacks: a great, hacking downward slash or a swooping horizontal swing. Either strike inflicts significant Physical damage. Slide out of range when the axe-man begins a swing, then counterstrike quickly when he finishes.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Battlefield Stores: Level 1

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	25	160	626-939	1252-1565	2504-2817	939-1252
Nightmare	45	580	6744-10K	22K-28K	45K-50K	17K-22K
Hell	58	1450	35K-52K	163K-203K	325K-366K	122K-163K
Inferno	63	1600	245K-367K	1468K-1835K	2936K-3303K	1101K-1468K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	443	Physical
Nightmare	3992	
Hell	19K	
Inferno	284K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	60	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

SKULL SUMMONER

MONSTER CLASS: SKELETON

The Skull Summoner sub-class features powerful skeletal spellcasters that arrive with a bony crew of minions. If you smash a minion, the summoner can conjure a replacement, up to a total summon cap of four. When they're not spawning skeletons, these magicians sling deadly Arcane Orbs at the Hero from long range. They keep their distance, and flee when you get too close. Each red-boned Skull Summoner, encountered in the Foundry of Act 3, appears with an escort of four shielded Skeletal Marauders; the caster summons replacements as they fall. Note that although eliminating the Skull Summoner ends his summoning activity, any remaining skeletal minions will fight on until you smash them, too.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Medium
SUMMON LIMIT: 4 Skeletal Marauders at a time
LIKELY LOCATIONS: Battlefield Stores: Level 1

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	25	200	376-563	1127-1440	2379-2692	689-1002
Nightmare	45	725	4046-6070	20K-26K	43K-48K	12K-18K
Hell	58	1812.5	21K-31K	146K-187K	309K-350K	89K-130K
Inferno	63	2000	147K-220K	1321K-1688K	2789K-3156K	807K-1174K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	177	Physical
Nightmare	1597	
Hell	7553	
Inferno	113K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	36	20	Death

SPECIAL ATTACKS & ABILITIES

ARCANE ORB

When not summoning Skeletal Marauders, the Skull Summoner conjures up dark energy orbs and slings them at you from afar. These orbs inflict Arcane damage with each strike.

SUMMON SKELETON

The Skull Summoner arrives with a contingent of four shield-bearing Skeletal Marauders. Every time you destroy one of these skeleton minions, the magician summons another to takes its place. Each Skull Summoner can have no more than four minion Skeletal Marauders at any one time.

SKULL SWORD

MONSTER CLASS: SKELETON

Encountered only in the Battlefield Stores of Act 3, the red-boned Skull Sword resembles the Skeletal Warrior. Like its skeletal cousin, it stalks you in a slow circle, pausing occasionally to attack or laugh. Its basic attacks are a kick and a sword slash. The Skull Sword skeleton is easy to out-maneuver, but its constant flanking motion may allow it slip behind you in a chaotic fight.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Very Far
LIKELY LOCATIONS: Battlefield Stores: Level 1

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	25	160	219-313	1049-1362	2301-2614	532-845
Nightmare	45	580	2360-3372	19K-24K	41K-47K	9516-15K
Hell	58	1450	12K-17K	136K-177K	299K-340K	69K-110K
Inferno	63	1600	86K-122K	1229K-1596K	2697K-3064K	624K-991K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	133	Physical
Nightmare	1198	
Hell	5665	
Inferno	85K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	12	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

SMOLDERING CONSTRUCT

MONSTER CLASS: SKELETON MAGE

This is the same fiery skeletal mage you met earlier as the Blazing Guardian, but with 25 percent more HP. Like the Blazing Guardian, the Smoldering Construct is partially immune to Fire damage. His medium-range Fire Shot attack launches flaming projectiles that strike and spread in a burning radius to inflict area damage. The Construct has no real melee attack, but he'll heave fireballs at any range.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Short/Medium
LIKELY LOCATIONS: The Unknown Depths, Halls of Dusk, The Storm Halls

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	20	135	123-246	554-718	1210-1374	287-451
Nightmare	41	500	1751-3501	13K-17K	29K-32K	6780-11K
Hell	56	1350	10K-21K	108K-140K	235K-267K	56K-88K
Inferno	62	1600	53K-105K	710K-921K	1552K-1763K	368K-579K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	99	Fire
Nightmare	1083	
Hell	6149	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	15	20	Death

SPECIAL ATTACKS & ABILITIES

FIRE SHOT

The Smoldering Construct exhales a blistering fireball that inflicts painful Fire damage. The projectile travels fast and has a small blast radius, so watch for his pre-shot movement—an out-tossing of arms—and quickly dodge to the side.

SOUL LASHER

MONSTER CLASS: SOUL RIPPER

The Soul Lasher is a whitish variant of the prototype Soul Ripper and lurks in the Arreat Crater area. This leaping, aggressive monster has a powerful bite, but unreels its long, deadly tongue for most attacks. The appendage is so strong it can latch onto them for a flying pull-strike.

MOVEMENT SPEED: Very Fast
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Arreat Crater: Level 2

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	27	170	401-602	1404-1805	3008-3409	802-1203
Nightmare	47	620	4037-6056	23K-30K	50K-57K	13K-20K
Hell	59	1500	20K-30K	161K-207K	345K-391K	92K-138K
Inferno	63	1600	122K-183K	1284K-1651K	2752K-3119K	734K-1101K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	345	Physical
Nightmare	2889	
Hell	13K	
Inferno	170K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

TONGUE PULL-STRIKE

The Soul Lasher can attach its tongue to a target, then retract it so hard that its own body flies through the air, striking the target with enhanced damage!

TONGUE SLAP

The Soul Lasher's powerful tongue can slap so hard that it inflicts serious damage.

SOUL RIPPER

MONSTER CLASS: SOUL RIPPER

This fast, aggressive Act 3 monster will give you a tongue lashing like you've never had before. The Soul Ripper uses its long, powerful tongue to strike foes or latch onto them for a pull-strike. At close range, the Ripper also snaps its vicious jaws in a quick bite.

MOVEMENT SPEED: Very Fast
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Heart of the Damned, Tower of the Damned: Level 2, The Keep Depths: Levels 1-2

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	25	160	313-470	1096-1409	2348-2661	626-939
Nightmare	45	580	3372-5058	20K-25K	42K-48K	11K-17K
Hell	58	1450	17K-26K	142K-183K	305K-346K	81K-122K
Inferno	63	1600	122K-183K	1284K-1651K	2752K-3119K	734K-1101K

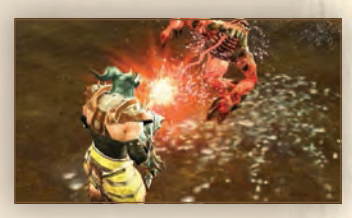
DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	177	Physical
Nightmare	1597	
Hell	7553	
Inferno	113K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES



TONGUE PULL-STRIKE

The Soul Ripper can attach its tongue to a target, then retract it so hard that its own body flies through the air, striking the target with enhanced damage!

TONGUE SLAP

The Soul Ripper's powerful tongue can slap so hard that it inflicts serious damage.

SPIDERLING

MONSTER CLASS: SPIDERLING

This prototype variant of newly hatched spider is speedy and swarming. Don't let its bland, brownish coloration lull you into discounting its lethality. Spiderlings are typically met in numbers that makes engaging them dangerous business. They have just one strike, a quick lunging bite. Area attacks with knockback can help you manage a Spiderling encounter. Note that Spiderlings take 50% less Poison damage.

MOVEMENT SPEED: Very Fast
KNOCKBACK DISTANCE: Very Short
LIKELY LOCATIONS: Cave of the Moon Clan: Levels 1-2, Caverns of Aranaea

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	25	0	19-28	120-157	268-305	56-93
Nightmare	45	0	532-798	5740-7507	13K-15K	2649-4416
Hell	58	0	4135-6203	63K-82K	140K-159K	29K-48K
Inferno	63	0	16K-24K	316K-414K	706K-803K	146K-243K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	22	Poison
Nightmare	346	
Hell	3073	
Inferno	14K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

SPINE HEWER

MONSTER CLASS: SKELETON

This red-hooded skeleton hauls a huge twin-bladed axe as he lumbers steadily in pursuit of the Hero. When a Spine Hewer gets within striking range, he grunts and performs one of two attacks: a great, hacking downward slash or a swooping horizontal swing. Either strike inflicts significant damage. Slide out of range when the axe-man begins a swing, then counterstrike quickly when he finishes.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Chamber of the Lost Idol

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	16	115	188-282	376-470	752-846	282-376
Nightmare	38	440	3510-5265	12K-15K	23K-26K	8740-12K
Hell	54	1250	21K-32K	100K-125K	200K-225K	75K-100K
Inferno	62	1600	140K-210K	842K-1052K	1684K-1894K	631K-842K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	192	Physical
Nightmare	1941	
Hell	13K	
Inferno	132K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	60	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

SPINE LASHER

MONSTER CLASS: BILE CRAWLER

This abomination appears to be an incomplete species, looking like the front end of a creature torn in half. But don't pity this sorry demon—fear it. The Spine Lasher wriggles in a relentless circle, then strikes with a sudden thrust of its jagged claws.

MOVEMENT SPEED: Very Fast
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Gardens of Hope: Tier 2

APPEARS IN ACT IV

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	30	138.75	156-529	1944-2566	4432-5054	855-1477
Nightmare	50	510	1317-4478	27K-36K	62K-71K	12K-21K
Hell	61	1200	5432-18K	158K-209K	361K-411K	70K-120K
Inferno	65	1200	31K-104K	1147K-1514K	2615K-2982K	505K-872K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	165	Physical
Nightmare	1296	
Hell	4639	
Inferno	57K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

STINGING SWARM

MONSTER CLASS: SWARM

Stinging Swarms infest the sands, sewers, and cellars of Act 2. These annoying clouds of hungry green insects employ the standard "circle-strafe" method of attack: they relentlessly orbit the Hero, swooping in to bite occasionally, slowly sapping away vitality bit by bit. Swarms are hard to shake, but try to distance yourself for a ranged counterattack if you can. Watch out for multiple swarms in some areas!

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: Sewers of Caldeum, Ruined Cistern, The Ruins: Level 1, The Crumbling Vault, Storage Cellar, Old Fisherman's Cellar, Swampy Cellar, Ancient Path, Desolate Sands, Deserted Cellar

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	18	125	87-174	415-539	911-1035	211-335
Nightmare	39	460	1352-2705	11K-14K	24K-27K	5452-8659
Hell	55	1300	8512-17K	95K-123K	208K-237K	48K-76K
Inferno	62	1600	49K-98K	705K-915K	1547K-1757K	358K-568K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	89	Physical
Nightmare	873	
Hell	5577	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	12	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

STYGIAN CRAWLER

MONSTER CLASS: TORMENTED STINGER

This gruesome creature appears to be a huge scorpion. But a closer look reveals the terrible truth: its body is a mutilated human sacrifice, mutated and twisted to unholy ends. The Stygian Crawler's tail strike is deadly and powerful.

MOVEMENT SPEED: Slow/Medium
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Arreat Crater: Level 2, The Core of Arreat

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	28	175	227-454	1476-1930	3292-3746	681-1135
Nightmare	48	640	2207-4414	24K-31K	53K-60K	11K-18K
Hell	59	1500	9877-20K	150K-196K	334K-380K	69K-115K
Inferno	63	1600	61K-122K	1193K-1560K	2661K-3027K	550K-917K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	66	Physical
Nightmare	527	
Hell	2103	
Inferno	28K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

SUBJUGATOR

MONSTER CLASS: SUBJUGATOR

The Subjugator is a remarkably quick and active demon; hard to target as he darts in circles, tossing firebombs at the Hero. When in close, his fearsome melee slash can hurt you too, adding a dose of Arcane damage to its strike. Although the Subjugator is a dangerous demon alone, he gains even more power when astride the demonic steed known as the Armaddon. The Subjugator combines with the beast to form a fearsome mounted unit.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Gardens of Hope: Tier 1, The Silver Spire: Level 1

APPEARS IN ACT IV

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	29	180	382-560	1718-2227	3754-4263	891-1400
Nightmare	49	660	3617-5305	27K-35K	59K-67K	14K-22K
Hell	60	1550	16K-24K	171K-221K	373K-424K	89K-139K
Inferno	63	1600	92K-135K	1239K-1605K	2706K-3073K	642K-1009K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	295	Arcane
Nightmare	2297	
Hell	9279	
Inferno	113K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	15	20	Death

SPECIAL ATTACKS & ABILITIES

ALPHA STRIKE

It's not easy to get in close to the Subjugator, but if you do, watch out for his vicious sideways slash.

LOBBED SHOT

The fast-moving Subjugator flings firebombs with rapid-fire regularity as he darts about on foot.

SUCCUBUS

MONSTER CLASS: SUCCUBUS

This vile beauty glides in close to deal out massive damage with her melee claw strike, then darts away in a backwards leap. From afar, the Succubus follows up by unleashing her mighty Bloodstar, a glowing red missile of death.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Tower of the Damned: Levels 1-2, Arreat Crater: Level 2, The Core of Arreat, Heart of the Damned, The Foundry: Level 1, Tower of the Cursed: Level 2, Bastion's Keep Stronghold

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	27	170	401-802	1404-1805	3008-3409	802-1203
Nightmare	47	620	4037-8074	23K-30K	50K-57K	13K-20K
Hell	59	1500	20K-40K	161K-207K	345K-391K	92K-138K
Inferno	63	1600	122K-245K	1284K-1651K	2752K-3119K	734K-1101K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	115	Physical
Nightmare	963	
Hell	4205	
Inferno	57K	

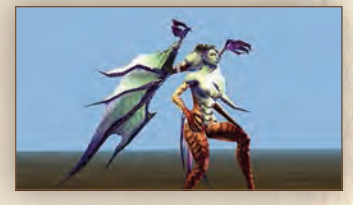
HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

LEAP RETREAT

When you get in close, the Succubus can make a sudden backward leap that propels her instantly out of melee range.



BLOODSTAR

From long range, the Succubus can summon a blazing red star of energy that she sends your way. This deadly comet tracks your movement, so don't think a simple sidestep puts you in the clear. A Bloodstar strike reduces your Barbarian's or Monk's armor by 50 percent for a short time. If you're playing as Demon Hunter, Witch Doctor, or Wizard, a Bloodstar hit briefly inflicts a status effect that turns the casting cost of any ability into Damage towards the caster.

SWIFT FLAYER DEMON

MONSTER CLASS: ARMORED DESTROYER

can absorb a lot of punishment. Its fighting style is old school: after hitting the ground, it heads straight for the Hero, flailing away with its sharp, piercing forearm armor. Keep flanking the beast and chipping away at its formidable protection until it falls.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: The Great Span

APPEARS IN ACTS IV

The Swift Flayer Demon makes a dramatic appearance, plummeting from the sky onto a glowing drop-circle. This elite enforcer is heavily armored and

BASIC INFO						
Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	29	180	382-509	1718-2227	3754-4263	891-1400
Nightmare	49	660	3617-4823	27K-35K	59K-67K	14K-22K
Hell	60	1550	16K-22K	171K-221K	373K-424K	89K-139K
Inferno	63	1600	92K-122K	1239K-1605K	2706K-3073K	642K-1009K

DAMAGE		
Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	221	Physical
Nightmare	1723	
Hell	6959	
Inferno	85K	

HEALTH GLOBES			
Rank	Drop %	Globe Size	Drops When?
Normal	15	20	Death

SPECIAL ATTACKS & ABILITIES

FRENZY

The Swift Flayer Demon goes into a high-speed version of its basic melee attack. When you see the increased attack speed and the red streaks slicing rapidly through the air, consider disengaging and circling away and then hitting again when the beast rises up to howl.

SWIFT SKULL CLEAVER

MONSTER CLASS: SKELETON

The gray-cloaked skeleton drags a huge twin-bladed axe in his relentless pursuit. When a Skull Cleaver gets within striking range, he grunts and performs one of two attacks: a great, hacking downward slash or a swooping horizontal swing. Either strike inflicts significant Physical damage. Slide out of range when a Skull Cleaver begins a swing, then counterstrike quickly as he finishes.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: The Keep Depths, Levels 2-3

APPEARS IN ACTS III

This is just a faster version of the Skull Cleaver you fight in the Battlefield Stores area.

BASIC INFO						
Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	25	160	626-939	1252-1565	2504-2817	939-1252
Nightmare	45	580	6744-10K	22K-28K	45K-50K	17K-22K
Hell	58	1450	35K-52K	163K-203K	325K-366K	122K-163K
Inferno	63	1600	245K-367K	1468K-1835K	2936K-3303K	1101K-1468K

DAMAGE		
Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	443	Physical
Nightmare	3992	
Hell	19K	
Inferno	284K	

HEALTH GLOBES			
Rank	Drop %	Globe Size	Drops When?
Normal	60	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

TERROR DEMON

MONSTER CLASS: DEMON ELITE

This extremely powerful melee demon is essentially inescapable once engaged—its pursuit is relentless. The Terror Demon attacks with swift, close-range claw slashes that inflict massive damage and sap your healing ability. Every few seconds the monster phases out of sight, dissolving into a puff of black smoke. It always phases back near you, regardless of where you run.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: The Silver Spire: Level 4

APPEARS IN ACT IV

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	29	225	764-1018	1909-2418	3945-4454	1273-1782
Nightmare	49	825	7235-9646	30K-38K	62K-70K	20K-28K
Hell	60	1937.5	33K-43K	190K-240K	392K-443K	127K-177K
Inferno	63	2000	183K-245K	1376K-1743K	2844K-3211K	917K-1284K

DAMAGE

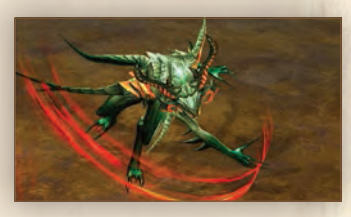
Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	295	Fire
Nightmare	2297	
Hell	9279	
Inferno	113K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	45	20	Death

SPECIAL ATTACKS & ABILITIES

SHADOW PHASE



Every few seconds the demon dissipates into smoky shadow, phasing out of the earthly dimension. Within seconds it reappears, teleporting to another spot within melee range. Thus it is very difficult to disengage once you've met a Terror Demon.

TERRORIZED

Every time the Terror Demon strikes the Hero with a melee slash, a 10-second timer starts counting down. A small onscreen icon displays for the duration. During this period, your healing ability is reduced by 75 percent.

TOMB GUARDIAN

MONSTER CLASS: SKELETON

The Skeleton Summoner sub-class features powerful skeletal spellcasters that arrive with a crew of bony minions. When they're not spawning skeletons, the mages sling deadly Arcane Orbs at the Hero from long range. They keep their distance, and flee when you get too close. The Tomb Guardian arrives with an escort of four standard Skeletons, and summons replacements as they fall. Note that eliminating the Tomb Guardian ends the summoning activity, but any remaining skeletal minions will fight on until you smash them, too.

MOVEMENT SPEED: Slow/Medium
KNOCKBACK DISTANCE: Medium
SUMMON LIMIT: 4 Skeletons on the field at a time
LIKELY LOCATIONS: Cathedral: Levels 1-2, 4, Cemetery of the Forsaken, Chancellor's Tomb, The Lyceum

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	7	87.5	34-50	101-129	213-241	62-90
Nightmare	32	400	1141-1712	5683-7262	12K-14K	3473-5052
Hell	51	1375	8401-13K	59K-75K	124K-140K	36K-52K
Inferno	61	2000	39K-58K	350K-448K	740K-837K	214K-311K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	22	Physical
Nightmare	429	
Hell	3677	
Inferno	18K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	36	20	Death

SPECIAL ATTACKS & ABILITIES

ARCANE ORB

When not summoning Skeletons, the Tomb Guardian conjures up dark energy orbs and slings them at you from afar. These orbs inflict Arcane damage with each strike.

SUMMON SKELETON

The Tomb Guardian arrives with a contingent of four Skeletons. Every time you destroy one of these Skeletons, the Tomb Guardian summons another to takes its place. Each Tomb Guardian can have no more than four minion Skeletons at any one time.

TORMENTED STINGER

MONSTER CLASS: TORMENTED STINGER

This gruesome creature appears to be a monstrous scorpion. But a closer look reveals the terrible truth: its body is a mutilated human sacrifice, mutated and twisted to unholy ends. The Tormented Stinger's tail strike is quite painful and inflicts additional Lightning damage.

MOVEMENT SPEED: Slow/Medium
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Arreat Crater: Levels 1-2, Tower of the Damned: Levels 1-2

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	25	160	157-313	1017-1330	2269-2582	470-783
Nightmare	45	580	1686-3372	18K-24K	41K-46K	8396-14K
Hell	58	1450	8729-17K	132K-173K	295K-336K	61K-102K
Inferno	63	1600	61K-122K	1193K-1560K	2661K-3027K	550K-917K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	177	Lightning
Nightmare	1597	
Hell	7553	
Inferno	113K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

TORMENTED THRALL
(SEE ALSO: CORRUPT VESSEL)

MONSTER CLASS: DARK VESSEL

If you encounter a hooded priest called a Corrupt Vessel undergoing a ritual and you let the evil ceremony proceed unhindered, the priest will transform into a gruesome, mutilated monster called a Tormented Thrall. (See "Corrupt Vessel" in this Bestiary.) This powerful creature seems to drift slowly but it has a sudden, blazing dash attack.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: Alcarnus

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	17	120	270-378	459-567	891-999	378-486
Nightmare	39	460	4830-6762	14K-17K	26K-30K	11K-14K
Hell	55	1300	30K-43K	120K-149K	234K-262K	99K-127K
Inferno	62	1600	175K-246K	894K-1105K	1736K-1947K	737K-947K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	84	Physical
Nightmare	873	
Hell	5577	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	75	20	Death

SPECIAL ATTACKS & ABILITIES

THRALL DASH
When at a distance, Tormented Thrall can accelerate with a burst of fiery propulsion, making a sudden dash toward the Hero.

TORTURED SUMMONER

MONSTER CLASS: SKELETON

The Skeleton Summoner sub-class features powerful skeletal spellcasters that arrive with a crew of bony minions. The conjurer can summon up replacements for any of those minions that you shatter, up to a summon cap of four. When they're not spawning skeletons, summoners are slinging deadly Arcane Orbs at the Hero from long range. They keep their distance, and flee when you get too close. Each Tortured Summoner, found in The Cursed Hold of Act 1, appears with an escort of four Returned Archers, summoning replacement archers as they fall. Note that while eliminating the Tortured Summoner ends the summoning activity, any remaining skeletal minions will fight on until you smash them, too.

MOVEMENT SPEED: Slow/Medium
KNOCKBACK DISTANCE: Medium
SUMMON LIMIT: 4 Returned Archers on the field at a time
LIKELY LOCATIONS: The Cursed Hold

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	13	125	74-112	223-285	471-533	136-198
Nightmare	35	475	1568-2353	7811-9980	16K-19K	4773-6943
Hell	53	1500	11K-17K	79K-101K	167K-189K	48K-70K
Inferno	61	2000	39K-58K	350K-448K	740K-837K	214K-311K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	51	Physical
Nightmare	522	
Hell	4553	
Inferno	18K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	36	20	Death

SPECIAL ATTACKS & ABILITIES

ARCANE ORB
When not summoning Skeletons, the Tortured Summoner conjures up dark energy orbs and slings them at you from afar. These orbs inflict Arcane damage with each strike.

SUMMON ARCHERS
The Tortured Summoner arrives with a contingent of four Returned Archers. Every time you destroy one of these archers, the magician summons another to takes its place. Each Tortured Summoner can have no more than four minion skeletons at any one time.

TOXIC CONSTRUCT

MONSTER CLASS: SKELETON MAGE

This poison-spewing skeletal mage is a higher-level version of the Noxious Guardian. The Toxic Construct has immunity to Poison, which reduces the Poison damage it takes by 25 percent. His long-range Poison Toss is a grenade of toxic green slime. The Construct has no real melee attack, but he'll hurl his poison bombs from any distance, including melee range.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Short/Medium
LIKELY LOCATIONS: Halls of Dusk, The Storm Halls, The Unknown Depths

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	22	145	86-171	685-899	1541-1755	310-524
Nightmare	42	520	1024-2049	14K-18K	31K-35K	6164-10K
Hell	56	1350	5480-11K	102K-134K	230K-262K	46K-78K
Inferno	62	1600	28K-56K	673K-884K	1515K-1726K	305K-516K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	118	Poison
Nightmare	1198	
Hell	6149	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

POISON TOSS
The Toxic Construct flings handfuls of plague-ridden green slime that inflict painful Poison damage.

TOXIC LURKER

MONSTER CLASS: SPIDER

Like its non-elemental cousins, this giant arachnid spits blobs of web to slow you down. In addition, the Toxic Lurker's lunging bites are infused with debilitating Poison damage designed to sicken its prey. This creature also spawns poison pools beneath it when attacking.

APPEARS IN ACT I

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Very Short
LIKELY LOCATIONS: Caverns of Aranea

The Toxic Lurker helps guard its queen in the Caverns of Aranea.

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	11	90	120-168	204-252	396-444	168-216
Nightmare	34	360	2968-4155	8374-10K	16K-18K	6896-8867
Hell	52	1150	21K-29K	82K-101K	159K-178K	67K-87K
Inferno	61	1600	81K-114K	414K-511K	803K-900K	341K-438K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	57	Poison
Nightmare	744	
Hell	6146	
Inferno	27K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	75	20	Death

SPECIAL ATTACKS & ABILITIES

WEB SPIT

The spider spits a glob of sticky white webbing that spreads over the ground and slows your movement if you step in it.

TREASURE GOBLIN CLAN

MONSTER CLASS: TREASURE GOBLIN

The four variants of the Treasure Goblin class all have the same stats and behaviors; all are immune to Slow, Freeze, Stun, or Blind status; and all variants match the average level of the area they're found in. When you encounter a cackling goblin, it runs away, dropping gold as it retreats. Eventually each goblin summons a swirling portal that ferries the larcenous creature off to safety. If you manage to kill a goblin before it escapes, the resulting loot drop is quite rewarding.

TREASURE SEEKER

TREASURE BANDIT

TREASURE GOBLIN

TREASURE PYGMY

APPEARS IN ACT I-IV

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Medium
IMMUNITIES: Slow, Freeze, Stun, Blind
LIKELY LOCATIONS: Anywhere!

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	1	16	6-11	18-23	38-43	11-16
Nightmare	31	120	1059-1906	5097-6503	11K-12K	3164-4570
Hell	51	440	8751-16K	59K-75K	124K-141K	37K-53K
Inferno	61	640	41K-73K	353K-450K	742K-840K	219K-316K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	2	Physical
Nightmare	79	
Hell	735	
Inferno	3608	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	0	20	Death

SPECIAL ATTACKS & ABILITIES

PORTAL

Each treasure goblin variant runs away upon detection. After a few seconds, the goblin summons a black, swirling portal to its treasure stash, leaps into it, and disappears. You must kill a goblin before it escapes to obtain its treasure.

UNBURIED

MONSTER CLASS: UNBURIED

This colossal mass of decomposing corpses is a melee brawler with a thundering ground pound that sends its victims flying. The Unburied moves slowly, so it is easy to outmaneuver.

MOVEMENT SPEED: Very Slow
KNOCKBACK DISTANCE: Very Short
LIKELY LOCATIONS: Cathedral: Level 2

APPEARS IN ACT I

BASIC INFO						
Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	7	175	112-140	140-168	252-280	140-168
Nightmare	32	800	3804-4755	7893-9472	14K-16K	7893-9472
Hell	51	2750	28K-35K	82K-98K	147K-163K	82K-98K
Inferno	61	4000	130K-162K	487K-584K	876K-973K	487K-584K

DAMAGE		
Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	33	Physical
Nightmare	643	
Hell	5515	
Inferno	27K	

HEALTH GLOBES			
Rank	Drop %	Globe Size	Drops When?
Normal	90	20	Death

SPECIAL ATTACKS & ABILITIES

GROUND SLAM

The Unburied unleashes a mighty, ground-pounding double-fisted slam that inflicts heavy damage plus Knockback, which sends the Hero flying.

UNHOLY THRALL
(SEE ALSO: DARK VESSEL)

MONSTER CLASS: DARK VESSEL

If you encounter a hooded priest called a Dark Vessel undergoing a gruesome ritual and you let the evil ceremony proceed unhindered, the priest will transform into a hideous, mutilated beast called an Unholy Thrall. (See "Dark Vessel" in this Bestiary.) This powerful creature seems slow but it has a lightning-quick dash attack, so stay on your toes.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: Highlands Cave, Halls of Agony: Levels 1 & 3, Leoric's Manor

APPEARS IN ACT I

BASIC INFO						
Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	13	100	155-217	264-326	512-574	217-279
Nightmare	35	380	3268-4575	9221-11K	18K-20K	7594-9763
Hell	53	1200	24K-33K	94K-116K	182K-204K	77K-99K
Inferno	61	1600	81K-114K	414K-511K	803K-900K	341K-438K

DAMAGE		
Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	51	Physical
Nightmare	522	
Hell	4553	
Inferno	18K	

HEALTH GLOBES			
Rank	Drop %	Globe Size	Drops When?
Normal	75	20	Death

SPECIAL ATTACKS & ABILITIES

THRALL DASH

When at a distance, Unholy Thrall can accelerate with a burst of unholy propulsion, making a sudden dash like a rocket toward the Hero.

VENOMOUS SPIDERLING

MONSTER CLASS: SPIDERLING

As you move through the Unknown Depths and Storm Halls of Act 2, watch for multicolor towers that spawn elemental spiderlings. Glowing green Guardian Towers produce Venomous Spiderlings, speedy greenish arachnids that inflict Poison damage with each bite. Each tower spawns spiderlings until six are crawling on the field; if you kill any, the tower instantly spawns enough new spiderlings to replace the lost ones, up to the limit of six total. The towers are easy to destroy, so hit them quickly to stop the spawning.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Short
SPAWN LIMIT: Up to 6 at a time
LIKELY LOCATIONS: The Unknown Depths, The Storm Halls

APPEARS IN ACT II

BASIC INFO						
Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	22	0	107-214	696-910	1552-1766	321-535
Nightmare	42	0	1281-2561	14K-18K	31K-35K	6377-11K
Hell	56	0	6850-14K	104K-136K	231K-263K	48K-80K
Inferno	62	0	35K-70K	684K-894K	1526K-1736K	316K-526K

DAMAGE		
Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	88	Poison
Nightmare	899	
Hell	4612	
Inferno	40K	

HEALTH GLOBES			
Rank	Drop %	Globe Size	Drops When?
Common	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

VENOMOUS SPINNER

MONSTER CLASS: SPIDER

This sickly-green arachnid and its sparkling blue cousin, the Shocking Crawler, both infest The Storm Halls in Act 2. The Venomous Spinner doesn't spit web shots to slow you as does its non-elemental cousins, but its swift, toxic bites are infused with debilitating Poison damage to sicken you into submission.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Very Short
LIKELY LOCATIONS: The Storm Halls

APPEARS IN ACT II

BASIC INFO						
Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	22	145	963-1177	1177-1391	1980-2194	1177-1391
Nightmare	42	520	12K-14K	23K-28K	39K-44K	23K-28K
Hell	56	1350	62K-75K	176K-207K	295K-327K	176K-207K
Inferno	62	1600	316K-386K	1157K-1368K	1947K-2157K	1157K-1368K

DAMAGE		
Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	177	Poison
Nightmare	1797	
Hell	9224	
Inferno	79K	

HEALTH GLOBES			
Rank	Drop %	Globe Size	Drops When?
Normal	90	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

VICIOUS GHOUL

MONSTER CLASS: GHOUL

The Vicious Ghoul swings its jagged sword for a powerful single hit—either a quick downward rip or a curving horizontal slash—then quickly circles the Hero for another strike. The ghoul repeats this pattern for the duration of the fight: a single melee strike followed by a quick flanking movement. Don't let him slide behind you during melee combat!

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Far
REGENERATES LIFE: No
LIKELY LOCATIONS: Sirocco Caverns: Level 1, Eastern Channel

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	16	115	38-75	301-395	677-771	136-230
Nightmare	38	440	702-1404	9323-12K	21K-24K	4224-7138
Hell	54	1250	4299-8598	80K-105K	180K-205K	36K-61K
Inferno	62	1600	28K-56K	673K-884K	1515K-1726K	305K-516K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	77	Physical
Nightmare	776	
Hell	5045	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

VICIOUS HELLION

MONSTER CLASS: HELLION

These purplish, hunger-starved creatures are called up from the depths of hell onto the battlefield by purple-robed Dark Conjurers. The Vicious Hellion fights like a rabid dog, lunging quickly with its ferocious jaws.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: Hadi's Claim Mine

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	13	75	62-124	217-279	465-527	124-186
Nightmare	35	285	1307-2614	7594-9763	16K-18K	4339-6509
Hell	53	900	9454-19K	77K-99K	165K-187K	44K-66K
Inferno	61	1200	32K-65K	341K-438K	730K-827K	195K-292K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	13	Physical
Nightmare	131	
Hell	1138	
Inferno	4510	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Common	30	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

VICIOUS MANGLER

MONSTER CLASS: DARK BERSERKER

The Vicious Mangler tries to hammer the Hero with a heavy battle mace, swinging it in huge heinous swipes. He also lopes and hops around your position, looking for a flank attack. His mighty, glowing Berserk Slam hits with extra power, but sometimes leaves your foe in a compromising position.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Alcarnus, Sandy Cellar, Town Cellar, Hidden Conclave, Secret Altar

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	18	187.5	248-310	496-620	992-1116	372-496
Nightmare	39	690	3864-4830	13K-16K	26K-29K	9621-13K
Hell	55	1950	24K-30K	113K-142K	227K-255K	85K-113K
Inferno	62	2400	140K-175K	842K-1052K	1684K-1894K	631K-842K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	134	Physical
Nightmare	1309	
Hell	8365	
Inferno	79K	

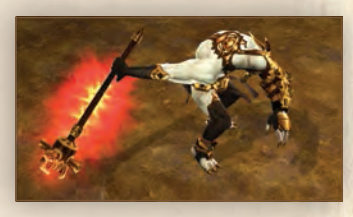
HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	60	20	Death

SPECIAL ATTACKS & ABILITIES

BERSERK SLAM

Occasionally, the Vicious Mangler rears back, his battle mace glows orange, and he unleashes an overhead slam that inflicts heavy damage and Knockback force. If you dodge the attack, his mace gets stuck in the ground for a few moments. Take advantage of this to get in some free hits.



VILE HELLBAT

MONSTER CLASS: BAT

The Vile Hellbat is a red-winged carrion bat whose basic attack is a jab with its anterior stinger. After a sting or two, the bat flaps away to a safe distance, bides its time, and then swoops in again for more Lightning-infused jabs. Hellbats are spawned from Cursed Nests; find and destroy these if you want to clear an area of the bats.

MOVEMENT SPEED: Slow/Medium
KNOCKBACK DISTANCE: Very Far
LIKELY LOCATIONS: Northern Highlands

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	13	75	28-56	200-262	448-510	91-153
Nightmare	35	285	588-1176	6997-9167	16K-18K	3200-5370
Hell	53	900	4254-8509	71K-93K	159K-181K	32K-55K
Inferno	61	1200	15K-29K	314K-411K	703K-801K	144K-241K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	38	Arcane
Nightmare	392	
Hell	3415	
Inferno	14K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

VILE REVENANT

MONSTER CLASS: GHOST

This ghostly foe drifts in close for a series of swooping, razor-sharp swipes with its blade-like appendages. After a few slashing melee hits, the Vile Revenant darts away offscreen, pauses a few seconds, then dashes in close again for another attack. Like its cousin the Enraged Phantom, this pale blue creature usually comes straight back at you from the direction of its withdrawal maneuver. But it occasionally circles to a new attack angle.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: The Storm Halls, The Unknown Depths

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	20	101.25	123-246	554-718	1210-1374	287-451
Nightmare	41	375	1751-3501	13K-17K	29K-32K	6780-11K
Hell	56	1012.5	10K-21K	108K-140K	235K-267K	56K-88K
Inferno	62	1200	53K-105K	710K-921K	1552K-1763K	368K-579K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	50	Physical
Nightmare	542	
Hell	3075	
Inferno	26K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	15	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

VILE SWARM

MONSTER CLASS: SWARM

Vile Swarms infest the sands, sewers, and cellars of Act 2. These buzzing clouds of vicious red insects deploy using the standard "circle-strafe" method of attack: they relentlessly orbit the Hero, swooping in to bite occasionally, slowly sapping away vitality bit by bit. Swarms are hard to shake, but try to distance yourself for a ranged counterattack if you can. Watch out for multiple swarms in some areas!

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: Hidden Channel, Hidden Aqueducts, Tomb of Khan Dakab, Tomb of Sardar, Western/Eastern Channels, The Veiled Treasure, Vile Cavern: Level 1, Ancient Cave: Levels 1-2, Desolate Sands

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	20	135	131-213	558-722	1214-1378	295-459
Nightmare	40	500	1867-3034	13K-17K	29K-33K	6974-11K
Hell	56	1350	11K-18K	109K-140K	236K-268K	57K-89K
Inferno	62	1600	56K-91K	716K-926K	1557K-1768K	379K-589K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	99	Physical
Nightmare	1083	
Hell	6149	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	18	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

VILE TEMPTRESS

MONSTER CLASS: SUCCUBUS

This powerful, high-level Succubus variant shares her sister's basic attacks—a bloody melee slash and the deadly, tracking Bloodstar blast. Get in your strikes quickly before the Vile Temptress can make her lightning-fast dash out of range.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Gardens of Hope: Tiers 1-3, Hell Rift, The Silver Spire: Level 4

APPEARS IN ACT IV

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	29	180	509-1018	1782-2291	3818-4327	1018-1527
Nightmare	49	660	4823-9646	28K-36K	60K-68K	16K-24K
Hell	60	1550	22K-43K	177K-228K	380K-430K	101K-152K
Inferno	63	1600	122K-245K	1284K-1651K	2752K-3119K	734K-1101K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	148	Physical
Nightmare	1148	
Hell	4639	
Inferno	57K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

LEAP RETREAT

When you get in close, the Vile Temptress can make a sudden backward leap that propels her instantly out of melee range.

BLOODSTAR

From long range, the Vile Temptress can summon a blazing red star of energy that she sends your way. This deadly comet will track after you as you move! A Bloodstar strike reduces your Barbarian's or Monk's armor by 50% for a short time. If you're playing as Demon Hunter, Witch Doctor, or Wizard, a Bloodstar hit briefly inflicts a status effect that turns the casting cost of any ability into damage toward the caster.

VORACIOUS TORSO

MONSTER CLASS: RISEN DEAD

When you kill one of the staggering green-skinned zombies known as the Bloated Corpse, there's a chance its fallen form will tear apart. (For more, see "Bloated Corpse" in this Bestiary.) If this happens, the head and torso chunk continues to pursue you relentlessly, seeking to snack on your viscera. This Voracious Torso can bite or slash with its hands.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Very Far
LIKELY LOCATIONS: Halls of Agony: Levels 1-3

APPEARS IN ACT I

BASIC INFO						
Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	10	42.5	11-21	131-173	299-341	58-100
Nightmare	34	180	297-594	6158-8128	14K-16K	2709-4680
Hell	52	575	2068-4135	60K-79K	137K-157K	26K-46K
Inferno	61	800	8111-16K	304K-402K	694K-791K	134K-231K

DAMAGE		
Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	33	Physical
Nightmare	496	
Hell	4097	
Inferno	18K	

HEALTH GLOBES			
Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

VORACIOUS ZOMBIE

MONSTER CLASS: RISEN DEAD (SKINNY)

This greenish, undead flesh-eater is slow and his melee attacks aren't very flashy, but he's aptly named: his hunger for flesh is relentless. The Voracious Zombie has two basic attacks: a lunging bite and a vicious hand slash.

MOVEMENT SPEED: Very Slow
KNOCKBACK DISTANCE: Medium
LIKELY LOCATIONS: Halls of Agony

APPEARS IN ACT I

BASIC INFO						
Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	13	100	47-93	209-271	457-519	109-171
Nightmare	35	380	980-1961	7322-9492	16K-18K	3797-5966
Hell	53	1200	7091-14K	74K-96K	162K-184K	39K-61K
Inferno	61	1600	24K-49K	329K-426K	718K-815K	170K-268K

DAMAGE		
Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	51	Physical
Nightmare	522	
Hell	4553	
Inferno	18K	

HEALTH GLOBES			
Rank	Drop %	Globe Size	Drops When?
Normal	15	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

WALKING CORPSE

MONSTER CLASS: RISEN DEAD

This slow, bloated, pale-skinned zombie features two basic melee attacks: a quick single-hand slash or a powerful upward thrust with both arms. When you "kill" a Walking Corpse his fallen form often rips apart… and suddenly his head and upper torso crawl to the attack! This Crawling Torso is quick and pursues relentlessly, but is weak and easy to kill. (For more, see "Crawling Torso" in this Bestiary.)

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: The Cave Under the Well, The Hidden Cellar, Musty/Dank/Damp/Dark Cellars, The Old Ruins, Old Tristram Road, Mass Grave, The Weeping Hollow, Cathedral: Level 1

APPEARS IN ACT I

BASIC INFO						
Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	1	40	10-15	20-25	40-45	15-20
Nightmare	31	300	1694-2541	5624-7030	11K-13K	4218-5624
Hell	51	1100	14K-21K	65K-82K	130K-147K	49K-65K
Inferno	61	1600	65K-97K	389K-487K	779K-876K	292K-389K

DAMAGE		
Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	16	Physical
Nightmare	595	
Hell	5515	
Inferno	27K	

HEALTH GLOBES			
Rank	Drop %	Globe Size	Drops When?
Normal	60	20	Death

SPECIAL ATTACKS & ABILITIES

TORSO CRAWLER

When you "kill" a Walking Corpse, there's a chance that his upper torso will tear itself from the rest of the fallen body and then crawl, trailing strands of entrails, to continue the fight. The crawler torn from a Walking Corpse is called a Crawling Torso. (See "Crawling Torso" in this Bestiary.)

WARPING HORROR

MONSTER CLASS: PHASEBEAST

Like its cousin, the Hulking Phasebeast, this vile servant of Azmodan wields huge twin axes that he swings with frightening brutality. But the Warping Horror is also a clever brute—his phasing ability lets him dodge your attacks and suddenly pop up on your flank. Be ready for him to teleport someplace unexpected.

MOVEMENT SPEED: Medium/Fast
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: Hell Rift

APPEARS IN ACT IV

BASIC INFO						
Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	29	180	1018-1527	2036-2545	4072-4581	1527-2036
Nightmare	49	660	9646-14K	32K-40K	64K-72K	24K-32K
Hell	60	1550	43K-65K	202K-253K	405K-456K	152K-202K
Inferno	63	1600	245K-367K	1468K-1835K	2936K-3303K	1101K-1468K

DAMAGE		
Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	443	Physical
Nightmare	3445	
Hell	14K	
Inferno	170K	

HEALTH GLOBES			
Rank	Drop %	Globe Size	Drops When?
Normal	60	20	Death

SPECIAL ATTACKS & ABILITIES

PHASE

The Warping Horror can teleport around the battlefield, making it more difficult to target and dispatch him.

WEBSPITTER SPIDER

MONSTER CLASS: SPIDER

This spider tries to flank its prey after flinging a glob of web or striking with a quick, poisonous claw slash. Its ever-circling attack style makes the Webspitting Spider more difficult to target, especially while facing a swarm of mixed spiders or other foes. Don't let it slip around behind you!

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: Vile Cavern: Level 1, Flooded Cave: Levels 1-2

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	20	135	164-328	574-738	1230-1394	328-492
Nightmare	41	500	2334-4668	14K-17K	29K-33K	7749-12K
Hell	56	1350	14K-27K	112K-144K	239K-271K	64K-96K
Inferno	62	1600	70K-140K	737K-947K	1578K-1789K	421K-631K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	99	Poison
Nightmare	1083	
Hell	6149	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

WEB SPIT

Webspitting Spiders, as their name suggests, feature the same special web-spitting ability as their Arachnid Horror cousins. Once expectorated, the sticky white webbing spreads over the ground and slows your movement if you walk through it. However, the Webspitting Spider is more thorough—it circles its prey, spitting multiple web globs before creeping in for the kill.

WINGED MOLOK

MONSTER CLASS: DEMONIC HELLFLYER

Although this creature is indeed "winged," it doesn't use those appendages much… at least not for flying. After its initial swoop down from the sky, the Winged Molok doesn't fly much—instead, it gallops in and circles around you, stopping every few seconds to expel a deadly fireball, then occasionally running directly away. If you manage to get close, the demon slashes you with its razor-sharp tusks.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Very Far
LIKELY LOCATIONS: Fields of Slaughter, Rakkis Crossing, Skycrown Battlements, The Keep Depths: Level 2, Fortified Bunker: Levels 1-2, The Barracks: Levels 1-2, The Battlefield Stores: Levels 1-2, The Foundry: Levels 1-2

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	25	160	313-470	1096-1409	2348-2661	626-939
Nightmare	45	580	3372-5058	20K-25K	42K-48K	11K-17K
Hell	58	1450	17K-26K	142K-183K	305K-346K	81K-122K
Inferno	63	1600	122K-183K	1284K-1651K	2752K-3119K	734K-1101K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	177	Physical
Nightmare	1597	
Hell	7553	
Inferno	113K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

FIREBALL

The Winged Molok can spit a blistering, Fire-infused sphere at its foes from long range. The fireball is slow-moving, however, so you can dodge it fairly easily, even at closer range.

WINTERSBANE HUNTRESS

MONSTER CLASS: LACUNI

The Wintersbane Huntress found prowling in the Caverns of Frost is the icy cousin of the Lacuni females encountered earlier in the game. She exhibits the same jungle-cat reflexes and ferocity as her warm weather kin. At close range, the Huntress slices her prey to pieces with cold, razor-sharp fore-claws. If you try long range attacks, she simply lobs punishing firebombs, then closes the distance rapidly with a single, stunning leap.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: Caverns of Frost

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	25	160	313-470	1096-1409	2348-2661	626-939
Nightmare	45	580	3372-5058	20K-25K	42K-48K	11K-17K
Hell	58	1450	17K-26K	142K-183K	305K-346K	81K-122K
Inferno	63	1600	122K-183K	1284K-1651K	2752K-3119K	734K-1101K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	89	Physical
Nightmare	798	
Hell	3777	
Inferno	57K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

LACUNI LEAP

The stunning leap of the Wintersbane Huntress is like an explosion of tensile strength. She lands atop her target with a downward strike that inflicts bloody damage.

FIREBOMB LOB

You get no respite at long range—the Huntress merely flings deadly firebombs with deadly accuracy to weaken you before she pounces.

WINTERSBANE STALKER

MONSTER CLASS: LACUNI

The Wintersbane Stalker is a cold-weather relative of the Lacuni males. The Stalker targets you with his basic attack, slicing each of his icy twin blades outward in quick succession. Don't get lulled by the repetition of this move—soon he unleashes a spinning triple-strike combo. When you see the Stalker swing one blade and then pivot into a full spin, dodge to avoid his follow-up moves.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: Caverns of Frost: Level 1

APPEARS IN ACT III

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	25	240	626-939	1252-1565	2504-2817	939-1252
Nightmare	45	870	6744-10K	22K-28K	45K-50K	17K-22K
Hell	58	2175	35K-52K	163K-203K	325K-366K	122K-163K
Inferno	63	2400	245K-367K	1468K-1835K	2936K-3303K	1101K-1468K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	177	Physical
Nightmare	1597	
Hell	7553	
Inferno	113K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	60	20	Death

SPECIAL ATTACKS & ABILITIES

LACUNI COMBO SLASH

The Wintersbane Stalker's triple-strike combo starts as a horizontal slash with one sword that continues into a full 360-degree sideways spin ending in a fiery, arcing downward slash with the other sword. The downward slash momentum pulls the Warrior into a graceful forward somersault. As he spins forward to his feet again, he slices both swords outward in opposing directions.

WITHERMOTH

MONSTER CLASS: WITHERMOTH

This flying menace infests the highlands, dropping onto unsuspecting travelers. The Withermoth attacks from one direction, repeatedly striking its target with the sharpened points of its hind legs. The moth adds a crackling jolt of electricity to its strike as well, so it pays to don gear with Lightning resistance if you can.

MOVEMENT SPEED: Fast
KNOCKBACK DISTANCE: Far
LIKELY LOCATIONS: Southern Highlands, Highlands Crossing, Northern Highlands

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	13	100	62-93	217-279	465-527	124-186
Nightmare	35	380	1307-1961	7594-9763	16K-18K	4339-6509
Hell	53	1200	9454-14K	77K-99K	165K-187K	44K-66K
Inferno	61	1600	32K-49K	341K-438K	730K-827K	195K-292K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	51	Lightning
Nightmare	522	
Hell	4553	
Inferno	18K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

LIGHTNING ATTACK

The Withermoth adds an electrified jolt to the strike of its hind legs.

WOOD WRAITH

MONSTER CLASS: WOOD WRAITH

The Wood Wraith species appear to be uprooted trees whose lost connection to the earth has driven them barking mad—however, they are not actually plants, but beasts in the guise of foliage! The Wood Wraith pounds away at foes with its massive limbs, but it also adds a subtler, more clever attack: the ability to summon a screen of poisonous spores. Walkers are big and very hard to knock back.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Very Short
LIKELY LOCATIONS: Sheltered Cottage, Lonely Dwelling, Fields of Misery

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	10	106.25	126-168	189-231	357-399	168-210
Nightmare	34	450	3561-4748	8867-11K	17K-19K	7882-9852
Hell	52	1437.5	25K-33K	87K-106K	164K-183K	77K-96K
Inferno	61	2000	97K-130K	438K-535K	827K-925K	389K-487K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	66	Physical
Nightmare	992	
Hell	8194	
Inferno	36K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	80	20	Death

SPECIAL ATTACKS & ABILITIES

SPORE DROP

Between mighty melee swipes of its limbs, the Wood Wraith drops spores that grow for a few seconds, then explode in a poisonous cloud of spew. Keep your distance!

WRITHING DECEIVER

MONSTER CLASS: SNAKEMAN

This slithering snakeman wields a long, brutal trident. His melee attacks are standard: a jab, slash, or snakebite. But his stealth ability gives him an extra edge—the Writhing Deceiver can close the distance invisibly! Attack the rippling air where he reappears.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Short
LIKELY LOCATIONS: Sewers of Caldeum, Dahlgur Oasis: Western/Eastern Flow Control, Ancient Waterway, Caldeum Bazaar, Hidden Channel, Hidden Aqueducts, Tomb of Khan Dakab, Tomb of Sardar, Ruined Cistern, Vault of the Assassins, The Ruins, Level 1, The Crumbling Vault, Storage Cellar, Old Fisherman's Cellar, Swampy Cellar, Path to the Oasis

APPEARS IN ACT II

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	17	120	108-216	378-486	810-918	216-324
Nightmare	39	460	1932-3864	11K-14K	24K-27K	6414-9621
Hell	55	1300	12K-24K	99K-127K	212K-241K	57K-85K
Inferno	62	1600	70K-140K	737K-947K	1578K-1789K	421K-631K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	84	Physical
Nightmare	873	
Hell	5577	
Inferno	53K	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	30	20	Death

SPECIAL ATTACKS & ABILITIES

STEALTH

The Writhing Deceiver can camouflage himself and slither stealthily close for a sudden melee jab. Watch for the rippling effect in the air near you as he emerges from stealth mode.

YOUNG QUILL FIEND

MONSTER CLASS: QUILL FIEND

This slightly smaller version of the standard Quill Fiend is found only in the Musty Cellar, an underground location generated randomly in Act 1. When a Young Quill Fiend stops moving, watch for it to suddenly rear up on its hind legs and expel a pair of quills at the Hero. This ranged attack is swift and painful, so keep moving and hit back fast—the small fiends fall easily.

MOVEMENT SPEED: Medium
KNOCKBACK DISTANCE: Medium/Far
LIKELY LOCATIONS: Musty Cellar

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	1	30	1-1	16-21	36-41	7-12
Nightmare	31	225	212-212	4394-5800	10K-11K	1933-3339
Hell	51	825	1750-1750	51K-67K	116K-133K	22K-39K
Inferno	61	1200	8111-8111	304K-402K	694K-791K	134K-231K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	3	Physical
Nightmare	99	
Hell	919	
Inferno	4510	

HEALTH GLOBES

Rank	Drop %	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

NONE

ZAP WORM

MONSTER CLASS: WORM

Zap Worms burst in a slithering swarm from the corpse of the corpulent creature known as the Horror after it dies. Three small groups of these electrified worms start attacking you after the Horror explodes.

Note: Zap Worms live inside of Horrors and emerge only when you kill their corpulent host.

MOVEMENT SPEED: Slow
KNOCKBACK DISTANCE: Very Far
LIKELY LOCATIONS: The Cursed Hold

APPEARS IN ACT I

BASIC INFO

Difficulty	Level	XP	HP			
			Normal	Champion	Rare	Minion
Normal	15	82.5	16-65	251-332	575-656	109-190
Nightmare	37	315	319-1274	8198-11K	19K-21K	3570-6214
Hell	54	937.5	2150-8598	78K-103K	178K-203K	34K-59K
Inferno	62	1200	14K-56K	652K-863K	1494K-1705K	284K-495K

DAMAGE

Difficulty	Min Dmg Per Hit	Add Dmg Effect
Normal	70	Lightning
Nightmare	686	
Hell	5045	
Inferno	53K	

HEALTH GLOBES

Rank	Drop Chance	Globe Size	Drops When?
Normal	5	20	Death

SPECIAL ATTACKS & ABILITIES

ELECTRIC ATTACK

The Zap Worm, as it name might suggest, is infused with electricity. Thus its bite can give you a jolt of Lightning damage.

THE DIABLO III
AUCTION HOUSE SYSTEM

WHY AN AUCTION HOUSE?

Since the early days of *Diablo*, a big part of the player experience has centered on upgrading your hero with glorious, awe-inspiring gear. Item drops are random in Diablo and that means the odds of finding any particular item are quite low. Since players don't always find the exact items they're hunting for on their own, trading has become an important and effective way for players to find their next big upgrade.

In previous versions of *Diablo*, there have been a number of different ways to trade including buying and selling items outside the game via forums, Battle.net chat channels, or through third-party web sites. Unfortunately, these methods are often inconvenient, confusing, or unsafe. So for *Diablo III*, Blizzard wanted to improve the quality of the trading experience by creating a robust in-game exchange called the Auction House.

This new system provides a safe and easy-to-use marketplace for *Diablo* loot. It lets players buy and sell individual items like weapons and armor, as well as stackable items like gold, gems, pages, tomes, and crafting materials. The Auction House also affords players with the option to buy and sell items using either in-game gold or real-world currency.

Item Level Restrictions

Acquiring items through the Auction House is an effective way to deck your out hero with the gear you'll need to fight the legions of Hell. That said, it wouldn't be any fun to buy the most powerful items you can find and then just breeze through the game. Therefore, every item is level-restricted, which means your character cannot equip the item until he reaches the minimum level specified by the item.

The *Diablo III* Auction House provides players with several ways to make purchases—credit/debit cards, the Battle.net Balance, and balances with external payment providers(note that these methods may differ by region.) Again, no matter where you are or what currency you choose to use, Blizzard is facilitating all transactions, making the exchange safe regardless of the payment method used.

Regional Differences

In some regions, there are several Auction Houses, each using a different currency. These are provided to allow players to buy and sell items in their local currency. The items listed within each currency's Auction Houses are unique and will not show up in another Auction House. Please be aware that regulations regarding real-world currency can differ by country, so be sure to refer to the Auction House Terms of Use for additional information.

Additionally, keep in mind that all Diablo III items are bound to the region in which they're purchased. For example, items acquired while playing in the Americas Region are not available to any characters you might have created in the Europe Region (and vice versa).

THE "NO-WALLET" EXPERIENCE

When designing the *Diablo III* Auction House, the Blizzard team wanted to make it easy for players to participate without requiring the entry of a credit card. To remove this hurdle, players will be able to list their epic loot in the Auction House for free. Here's an example of how this works:

Let's say you've been rewarded with an awesome legendary axe after taking down a mean boss in-game. The axe isn't the best fit for your wizard though, so you choose to post it in the Auction House. The axe sells and you use the auction proceeds to bid on a powerful dagger that was just listed in the Auction House. Your bid ends up winning the auction and you've just used the Auction House to trade one great weapon for another without spending a dime!

TWO HOUSES: SEPARATE YET LINKED

Players can conduct transactions using either in-game gold or real-world funds. Each currency has its own separate Auction House, and once an item is listed in one Auction house, it cannot be listed in the other until the auction has resolved. That said, players will generally find it easy to move items back and forth between the gold and real-world currency Auction Houses. If, for example, your item did not sell in the real-world currency Auction House, simply wait for the auction to expire and try re-listing the item in the gold Auction House. You might find more willing buyers ready to snap up your item!

Anonymous Auctioning

All player transactions in the gold and real-world currency Auction Houses are completely anonymous. Neither your real name nor your BattleTag will be revealed to other players.

HOW DOES THE SYSTEM WORK?

Access the Auction House interface by clicking on the Auction House button on the Menu screen just before you enter the game. Once you're in the Auction House interface, you can toggle between gold and real-world currency by clicking the currency selection button in the upper right corner of the main window.

SELLING ITEMS

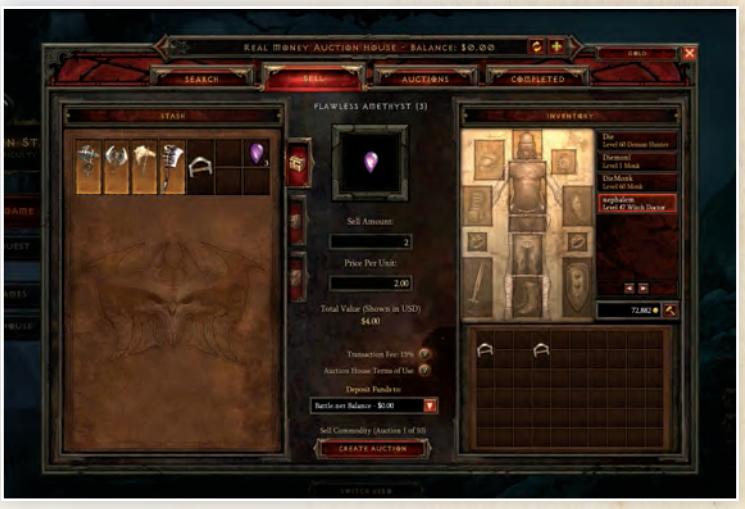
You can start selling your discovered loot by selecting the "Sell" tab at the top of the Auction House menu screen. From here, choose to auction either a piece of equipment or some of your stackable items like gems, crafting materials, or gold. You can auction any items directly from your shared stash (storage common to all characters on your game account) or from any individual hero's inventory.

SETTING BID AND BUYOUT PRICES

If you've chosen to sell a stackable item like gems—let's say a batch of Flawless Round Amethysts—you'll be presented with the "Sell Gem" pop-up interface. This lets you enter the sell quantity. It also lists the price per unit and total value of the potential sale. Once you've set your quantity, click the button to access the "Sell Item" screen.

If, on the other hand, you've chosen to sell equipment—let's say the Overfiend, a powerful one-handed mace—you go directly to the "Sell Item" screen. Here you set a starting bid price and an optional "buyout" price. The buyout is a price that, if offered by a buyer, immediately resolves the auction with a successful sale and delivers the item to the buyer. This screen also indicates any fees that might apply, and displays the auction duration timeframe.

When you're ready to start the bidding, click the "Create Auction" button at the bottom of the panel. There will be a short delay before the item is officially locked in to the Auction House to provide players with the option to cancel the auction (just in case a player accidentally posts the wrong item.) After the "cancel" countdown is complete, the item is transferred to the Auction House exchange for the world to see! It will remain in the Auction House until the auction timeframe has elapsed, or until another player offers the items buyout price. If the auction is successful (meaning a buyer is found), the item will be automatically transferred to the buyer's "Completed" auctions tab. From there, the buyer can send the item to his shared stash. If the auction was unsuccessful, the item will be transferred to the seller's "Completed" auctions page.



FEES

The *Diablo III* Auction House does not assess any listing fee to the seller at the start of an auction. Instead, a seller will have a maximum number of active auctions that are available at one time. Once an auction resolves, a new auction slot opens up and the player can list an additional item. This is intended to help encourage sensible listings and discourage the mass posting of low quality items. At the close of successful auctions, a nominal transaction fee will also be deducted from the seller's proceeds. Specific details related to these fees may vary by region.

BUYING ITEMS

When you use the Auction House to go shopping for your heroes, you'll find a nifty, easy-to-use search tool to help find upgrade options without wading through hundreds of irrelevant listings. Once you.ve entered the Auction House, click on the Search button and then select the category of items you want to search: Equipment, Gems, Crafting & Dyes, Crafting Recipes, or Tome & Pages.

THE "SMART SEARCH"

If you're looking for gear and selected "Equipment," use the "Search Equipment For" drop-down menu to choose any of the *Diablo III* heroes associated with your game account. The smart search feature will then "read" your character and assesses which item slots have upgrades currently available in the Auction House. The search tool will then automatically create a 'Recommended Items' list specifically designed just for you! The listing includes each item's stats, the latest bid, buyout price (if any), and remaining time in the auction for that item.

You can even refine the search by specifying an item type and a set of preferred criteria. For example, you can narrow the search to one-handed axes imbued with Vitality and the Lifesteal quality. The Auction House also features an advanced search function that lets you further specify the parameters of items you're interested in buying. You can determine character level, item rarity, and set minimum numerical criteria for the qualities you're looking to find. For example, you can set a minimum Strength of 60, with a minimum of 4 percent Lifesteal. You can even choose to search for a unique item—say, the powerful Arreat Axe—by entering its name in the designated field at the bottom of the panel.

MAKE A BID

Once you find an item you desire, select it from the 'Recommended Items' list and click on Bid to bring up the "Bid On Item" window. Enter your current bid; you can also set a maximum bid amount. This will automatically increase your bid should another buyer come along and bid on the same item. If you're in the real-world currency Auction House, use the drop-down menu to select the payment method you plan to use for your bid. Click on Bid and your bid will be submitted!

Now that your bid is entered, you can click Auctions at the top of the screen and check on the status of any auctions in which you're currently participating. Every auction is broken down into auction status, your maximum bid, the current winning bid, the buyout price, and the time remaining in the auction. If you have been outbid, you can manually enter a follow-up bid by clicking on the Bid button at the bottom of the screen. Alternatively, you can click the Buyout button if you want to skip the bidding process and just purchase the item immediately for its listed buyout price.

SUCCESS!

After you win an auction, your newly acquired items will be available for pickup on the "Completed" auctions tab. Once you're on that page, just click on the "Send to Shared Stash button" to deliver the item in game.

For the seller, note that there may be a short delay in receiving payment as the auction results are being processed.

Relisting Purchases

Any item purchased in the Auction House becomes fully "yours." That is, it has the same ownership status as any item acquired through your own in-game adventures. Thus, you can turn around and re-list it on either the gold or real-world currency Auction Houses. Aside from some special quest items, there are very few items that will be "soulbound" to your character and cannot be traded.

ACHIEVEMENTS

ICON	TITLE	DESCRIPTION	BANNER SIGIL	BANNER PATTERN	SIGIL ACCENT	BANNER SHAPE
All/General						
	Scavenger	Pick up 10,000 gold.				
	Spare Change	Pick up 50,000 gold.				●
	Moneybags	Pick up 100,000 gold.			●	
	Deep Pockets	Pick up 500,000 gold.	●			
	Staying Gold	Pick up 1,000,000 gold.		●		
	All That Glitters	Pick up 5,000,000 gold.			●	
	Spoils of War	Pick up 10,000,000 gold.				
	The One Percent	Pick up 100,000,000 gold.			●	
	Armed to the Teeth	Equip all Inventory slots with items that have a minimum required level of 25 or higher.			●	
	Prepared for Battle	Equip all Inventory slots with items that have a minimum required level of 60 or higher.				
	The Comfort of Strangers	Recruit the Templar, Scoundrel, and Enchantress.		●		
	Breaking Not So Bad	Use a merchant to repair an item.				
All/General/Conversations						
	The Art of Conversation	Complete the main character, follower, and artisan conversation achievements listed below.	●			
	Now I've Heard Everything	Complete the main character conversation achievements listed below.				
	Dirty Little Secrets	Complete the follower conversation achievements listed below.	●			
	Talk Is Cheap, Friends Are Priceless	Complete the artisan conversation achievements listed below.				
	For the Order	Listen to all of the Templar's conversations.				
	To Catch a Thief	Listen to all of the Scoundrel's conversations.				
	Secrets of the Ages	Listen to all of the Enchantress's conversations.				

ICON	TITLE	DESCRIPTION	BANNER SIGIL	BANNER PATTERN	SIGIL ACCENT	BANNER SHAPE
	Hassling Haedrig	Listen to all of the Blacksmith's conversations.				
	Everybody Loves Shen	Listen to all of the Jeweler's conversations.				
	Stay Awhile and Listen	Listen to all of Deckard Cain's conversations.				
	More than Stories	Listen to all of Leah's conversations.				
	It's Just Us	Listen to all of Tyrael's conversations.				
	Bewitched	Listen to all of Adria's conversations.				
	Sales and Tales	Listen to all of the town merchants' conversations.				
All/General/Exploration						
	A Guiding Light	Use the Templar as your follower.			●	
	Me, Myself & Eirena	Use the Enchantress as your follower.			●	
	Stolen Moments	Use the Scoundrel as your follower.			●	
	Friends with Benefits	Fully equip one of your followers.				
	Rarely There	Equip a rare (yellow) item.		●		
	Legends of the Brawl	Equip a legendary (orange) item.		●		
	Chestmaster 2000	Open 2,000 chests.				
	Born to Dye	Dye an item.			●	
	Rainbow Connection	Use the following dyes.			●	
	Color Coordinated	Equip your head, shoulders, torso, legs, feet, and hands slots with items dyed the same color.				
	Made It Work	Equip your head, shoulders, torso, legs, feet, and hands slots with items dyed in all different colors.			●	
	Wirt's Case Scenario	Acquire Wirt's Cowbell.				
	Sets Appeal	Complete one of the following level 60 unique item sets.				
	Space! I Love Space!	Buy all stash upgrades.				
	Best Dressed	Equip a socketed item in the following slots.				
	Socket to Me	Socket a gem in an item.				
	Iced Out	Socket the following gem types.				
	Bless You	Get the following benefits from shrines.		●		
	Slice of Life	Use 50 health wells.			●	
	I Got What You Need	Acquire a Templar relic, an Enchantress focus, and a Scoundrel token.				
	Grave Buster	Destroy 50 tombstones.				
	Market Research	Meet the following wandering merchants.				
	Sword for Hire	Earn 50,000 gold from quest rewards.				

ICON	TITLE	DESCRIPTION	BANNER SIGIL	BANNER PATTERN	SIGIL ACCENT	BANNER SHAPE
	Haunted	Meet the following ghosts.				
	Shut Up and Take My Money!	Buy each type of item from merchants.	●			
All/Campaign						
	Grand Beastmaster of Sanctuary	Complete the bestiary achievements listed below.				
	A World of Pain	Complete the exploration achievements listed below.				
	Grand Lorekeeper of Sanctuary	Complete the lore book achievements listed below.				
All/Campaign/Act I						
	The Mad King's End	Kill the Skeleton King on Normal difficulty.				●
	The Mad King's End (Nightmare)	Kill the Skeleton King on Nightmare difficulty.			●	
	The Mad King's End (Hell)	Kill the Skeleton King on Hell difficulty.		●		
	The Mad King's End (Inferno)	Kill the Skeleton King on Inferno difficulty.	●			
	Butchered!	Kill the Butcher on Normal difficulty.				●
	Butchered! (Nightmare)	Kill the Butcher on Nightmare difficulty.			●	
	Butchered! (Hell)	Kill the Butcher on Hell difficulty.		●		
	Butchered! (Inferno)	Kill the Butcher on Inferno difficulty.	●			
	Carrion Farm	Complete the Carrion Farm event.				
	Last Stand of the Ancients	Complete the Last Stand of the Ancients event.				
	Eternal War	Complete the Eternal War event.				
	Revenge of Gharbad	Complete the Revenge of Gharbad event.				
	A Nice Place to Visit	Explore the following areas of New Tristram.				
	Thorough Investigation	Explore the following areas of the Cathedral.				
	Field Work	Explore the following areas of the Fields of Misery.				
	In the Mountains	Explore the following areas of the Highlands.				
	There Will Definitely Be Blood	Explore the following areas of the Halls of Agony.				
	No Stone Unturned	Explore the following dungeons in Act I.	●			
	Wanderer of Tristram	Complete the Act I exploration achievements listed below.			●	
	A Quick Study	Read the following People lore books in Act I.				
	Taking Notes	Read the following Quest lore books in Act I.				
	Historian of Tristram	Read the following World lore books in Act I.				
	Beastmaster of Tristram	Read the following Bestiary lore books in Act I.	●			
	The Matriarch's Bones	Complete the Matriach's Bones event.				

ICON	TITLE	DESCRIPTION	BANNER SIGIL	BANNER PATTERN	SIGIL ACCENT	BANNER SHAPE
	Jar of Souls	Complete the Jar of Souls event.				
	The Last of the Horadrim	Complete all quests in Act I.				
All/Campaign/Act II						
	The Coven Overthrown	Kill Maghda on Normal difficulty.				●
	The Coven Overthrown (Nightmare)	Kill Maghda on Nightmare difficulty.			●	
	The Coven Overthrown (Hell)	Kill Maghda on Hell difficulty.		●		
	The Coven Overthrown (Inferno)	Kill Maghda on Inferno difficulty.	●			
	Murderer. Torturer. Monster.	Kill Zoltun Kulle on Normal difficulty.				●
	Murderer. Torturer. Monster. (Nightmare)	Kill Zoltun Kulle on Nightmare difficulty.			●	
	Murderer. Torturer. Monster. (Hell)	Kill Zoltun Kulle on Hell difficulty.		●		
	Murderer. Torturer. Monster. (Inferno)	Kill Zoltun Kulle on Inferno difficulty.	●			
	The Lord of Lies	Kill Belial on Normal difficulty.				●
	The Lord of Lies (Nightmare)	Kill Belial on Nightmare difficulty.			●	
	The Lord of Lies (Hell)	Kill Belial on Hell difficulty.		●		
	The Lord of Lies (Inferno)	Kill Belial on Inferno difficulty.	●			
	A Miner's Gold	Complete the A Miner's Gold event.				
	Lair of the Lacuni	Complete the Lair of the Lacuni event.				
	The Rygnar Idol	Complete the Rygnar Idol event.				
	The Restless Sands	Complete the Restless Sands event.				
	Guardian Spirits	Complete the Guardian Spirits event.				
	Crumbling Vault	Complete the Crumbling Vault event.				
	Prisoners of Kamyr	Complete the Prisoners of Kamyr event.				
	Shrine of Rakanishu	Complete the Shrine of Rakanishu event.				
	Lost Treasure of Khan Dakab	Complete the Lost Treasure of Khan Dakab event.				
	The Jewel of the East	Explore the following areas of Caldeum.				
	Just Deserts	Explore the following areas of the Stinging Winds.				
	Unparalleled Splendor	Explore the following areas of the Dahlgur Oasis.				
	The Bone Collector	Explore the following areas of the Desolate Sands.				
	Navigating the Labyrinth	Explore the following areas in the Archives of Zoltun Kulle.				
	Nooks and Crannies	Explore the following dungeons in Act II.	●			
	Wanderer of Caldeum	Complete the Act II exploration achievements listed below.			●	

ICON	TITLE	DESCRIPTION	BANNER SIGIL	BANNER PATTERN	SIGIL ACCENT	BANNER SHAPE
	Judge of Character	Read the following People lore books in Act II.				
	Eavesdropper	Read the following Quest lore books in Act II.				
	Historian of Caldeum	Read the following World lore books in Act II.				
	Beastmaster of Caldeum	Read the following Bestiary lore books in Act II.				
	Wheel of Misfortune	Experience all the possibilities of the Ancient Device in the Desolate Sands.			●	
	The Black Soulstone	Complete all quests in Act II.				●
All/Campaign/Act III						
	The Ravening Beast	Kill Ghom on Normal difficulty.				●
	The Ravening Beast (Nightmare)	Kill Ghom on Nightmare difficulty.			●	
	The Ravening Beast (Hell)	Kill Ghom on Hell difficulty.		●		
	The Ravening Beast (Inferno)	Kill Ghom on Inferno difficulty.	●			
	Making a Breakthrough	Kill the Siegebreaker Assault Beast on Normal difficulty.				●
	Making a Breakthrough (Nightmare)	Kill the Siegebreaker Assault Beast on Nightmare difficulty.			●	
	Making a Breakthrough (Hell)	Kill the Siegebreaker Assault Beast on Hell difficulty.		●		
	Making a Breakthrough (Inferno)	Kill the Siegebreaker Assault Beast on Inferno difficulty.	●			
	A Question of Lust	Kill Cydaea on Normal difficulty.				●
	A Question of Lust (Nightmare)	Kill Cydaea on Nightmare difficulty.			●	
	A Question of Lust (Hell)	Kill Cydaea on Hell difficulty.		●		
	A Question of Lust (Inferno)	Kill Cydaea on Inferno difficulty.	●			
	The Lord of Sin	Kill Azmodan on Normal difficulty.				●
	The Lord of Sin (Nightmare)	Kill Azmodan on Nightmare difficulty.			●	
	The Lord of Sin (Hell)	Kill Azmodan on Hell difficulty.		●		
	The Lord of Sin (Inferno)	Kill Azmodan on Inferno difficulty.	●			
	A Smash Hit	Destroy Azomdan's war machines.				
	Blood Ties	Complete the Blood Ties event.				
	Forged in Battle	Complete the Forged in Battle event.				
	Waiting for Reinforcements	Complete the Waiting for Reinforcements event.				
	Triage	Complete the Triage event.				
	Tide of Battle	Complete the Tide of Battle event.				
	Blaze of Glory	Complete the Blaze of Glory event.				
	Crazy Climber	Complete the Crazy Climber event.				

ICON	TITLE	DESCRIPTION	BANNER SIGIL	BANNER PATTERN	SIGIL ACCENT	BANNER SHAPE
	O'er the Ramparts We Watched	Explore the following areas on the walls of Bastion's Keep.				
	Keep It Safe	Explore the following areas below Bastion's Keep.				
	Slaughter Fields Five	Explore the following areas within the Fields of Slaughter.				
	The Mouth of Hell	Explore the following areas in Arreat Crater.				
	Oh, the Places You'll Go!	Explore the following dungeons in Act III.	●			
	Wanderer of Arreat	Complete the Act III exploration achievements listed below.			●	
	Beastmaster of Arreat	Read the following Bestiary lore books in Act III.	●			
	Primary Sources	Read the following People lore books in Act III.				
	Espionage	Read the following Quest lore books in Act III.				
	Historian of Arreat	Read the following World lore books in Act III.				
	The Wages of Sin	Complete all quests in Act III.				●
All/Campaign/Act IV						
	Angels' Bane	Kill Rakanoth on Normal difficulty.				●
	Angels' Bane (Nightmare)	Kill Rakanoth on Nightmare difficulty.			●	
	Angels' Bane (Hell)	Kill Rakanoth on Hell difficulty.		●		
	Angels' Bane (Inferno)	Kill Rakanoth on Inferno difficulty.	●			
	The Prime Evil	Kill Diablo on Normal difficulty.				●
	The Prime Evil (Nightmare)	Kill Diablo on Nightmare difficulty.			●	
	The Prime Evil (Hell)	Kill Diablo on Hell difficulty.		●		
	The Prime Evil (Inferno)	Kill Diablo on Inferno difficulty.	●			
	The Garden of Heavenly Delights	Explore the following areas in the Gardens of Hope.				
	The Crown of Heaven	Explore the following areas of the Silver Spire.				
	Such Great Heights	Explore the following dungeons in Act IV.	●			
	Wanderer of the High Heavens	Complete the Act IV exploration achievements listed below.			●	
	Know It All	Read the following People lore books in Act IV.				
	Archival Studies	Read the following Quest lore books in Act IV.				
	Historian of the High Heavens	Read the following World lore books in Act IV.				
	Beastmaster of the High Heavens	Read the following Bestiary lore books in Act IV.	●			
	Victory and Sacrifice	Complete all quests in Act IV.				●

ICON	TITLE	DESCRIPTION	BANNER SIGIL	BANNER PATTERN	SIGIL ACCENT	BANNER SHAPE
All/Cooperative						
	Bloodletting	Kill 25 elite (champion, rare, or unique) enemies in cooperative games.				
	Slaughterhouse	Kill 50 elite (champion, rare, or unique) enemies in cooperative games.				
	Due Decimation	Kill 100 elite (champion, rare, or unique) enemies in cooperative games.				
	Massacre of the Damned	Kill 500 elite (champion, rare, or unique) enemies in cooperative games.				
	The Culling of Hell	Kill 1,000 elite (champion, rare, or unique) enemies in cooperative games.			●	
	Heroes of the Ages	Join a cooperative game.				
	Gotta Catch Them All	Play cooperative games with the following hero classes.				
	The Great Revival	Resurrect a player of each class in cooperative games.				
	Life Is Beautiful	Heal other players for 500,000 Life by picking up health globes in cooperative games.				
	Follow Me Around	Teleport to another player by clicking on his or her banner.				
	Warriors of Sanctuary	Join a 4-player cooperative game where everyone is a different class.				
	Heroes of Circumstance	Join a public cooperative game.			●	
	Not Dead Yet	Resurrect another player in a cooperative game.	●			
	Breath of Life	Resurrect other players 25 times in cooperative games.				
	Savior of the Fallen	Resurrect other players 50 times in cooperative games.			●	
All/Cooperative/Act I						
	Butchered! (Cooperative)	Kill the Butcher on Normal difficulty in a cooperative game.				
	Butchered! (Cooperative Nightmare)	Kill the Butcher on Nightmare difficulty in a cooperative game.				
	Butchered! (Cooperative Hell)	Kill the Butcher on Hell difficulty in a cooperative game.				
	Butchered! (Cooperative Inferno)	Kill the Butcher on Inferno difficulty in a cooperative game.	●			
	Revenge of Gharbad (Cooperative)	Complete the Revenge of Gharbad event in a cooperative game.				
	Jar of Souls (Cooperative)	Complete the Jar of Souls event in a cooperative game.				
	The Matriarch's Bones (Cooperative)	Complete the Matriarch's Bones event in a cooperative game.				
	Eternal War (Cooperative)	Complete the Eternal War event in a cooperative game.				
	Last Stand of the Ancients (Cooperative)	Complete the Last Stand of the Ancients event in a cooperative game.				
	Carrion Farm (Cooperative)	Complete the Carrion Farm event in a cooperative game.				
All/Cooperative/Act II						
	The Lord of Lies (Cooperative)	Kill Belial on Normal difficulty in a cooperative game.				
	The Lord of Lies (Cooperative Nightmare)	Kill Belial on Nightmare difficulty in a cooperative game.				
	The Lord of Lies (Cooperative Hell)	Kill Belial on Hell difficulty in a cooperative game.				

ICON	TITLE	DESCRIPTION	BANNER SIGIL	BANNER PATTERN	SIGIL ACCENT	BANNER SHAPE
	The Lord of Lies (Cooperative Inferno)	Kill Belial on Inferno difficulty in a cooperative game.	●			
	Lost Treasure of Khan Dakab (Cooperative)	Complete the Lost Treasure of Khan Dakab event in a cooperative game.				
	Shrine of Rakanishu (Cooperative)	Complete the Shrine of Rakanishu event in a cooperative game.				
	Prisoners of Kamyr (Cooperative)	Complete the Prisoners of Kamyr event in a cooperative game.				
	Crumbling Vault (Cooperative)	Complete the Crumbling Vault event in a cooperative game.				
	Guardian Spirits (Cooperative)	Complete the Guardian Spirits event in a cooperative game.				
	The Restless Sands (Cooperative)	Complete the Restless Sands event in a cooperative game.				
	The Rygnar Idol (Cooperative)	Complete the Rygnar Idol event in a cooperative game.				
	Lair of the Lacuni (Cooperative)	Complete the Lair of the Lacuni event in a cooperative game.				
	A Miner's Gold (Cooperative)	Complete the A Miner's Gold event in a cooperative game.				
All/Cooperative/Act III						
	The Lord of Sin (Cooperative)	Kill Azmodan on Normal difficulty in a cooperative game.				
	The Lord of Sin (Cooperative Nightmare)	Kill Azmodan on Nightmare difficulty in a cooperative game.				
	The Lord of Sin (Cooperative Hell)	Kill Azmodan on Hell difficulty in a cooperative game.				
	The Lord of Sin (Cooperative Inferno)	Kill Azmodan on Inferno difficulty in a cooperative game.	●			
	Crazy Climber (Cooperative)	Complete the Crazy Climber event in a cooperative game.				
	Blaze of Glory (Cooperative)	Complete the Blaze of Glory event in a cooperative game.				
	Tide of Battle (Cooperative)	Complete the Tide of Battle event in a cooperative game.				
	Triage (Cooperative)	Complete the Triage event in a cooperative game.				
	Waiting for Reinforcements (Cooperative)	Complete the Waiting for Reinforcements event in a cooperative game.				
	Forged in Battle (Cooperative)	Complete the Forged in Battle event in a cooperative game.				
	Blood Ties (Cooperative)	Complete the Blood Ties event in a cooperative game.				
All/Cooperative/Act IV						
	The Prime Evil (Cooperative)	Kill Diablo on Normal difficulty in a cooperative game.				
	The Prime Evil (Cooperative Nightmare)	Kill Diablo on Nightmare difficulty in a cooperative game.				
	The Prime Evil (Cooperative Hell)	Kill Diablo on Hell difficulty in a cooperative game.				
	The Prime Evil (Cooperative Inferno)	Kill Diablo on Inferno difficulty in a cooperative game.	●			
All/Hardcore						
	Level 10 (Hardcore)	Reach level 10 in Hardcore mode.				●
	Level 20 (Hardcore)	Reach level 20 in Hardcore mode.		●		
	Level 30 (Hardcore)	Reach level 30 in Hardcore mode.			●	

ICON	TITLE	DESCRIPTION	BANNER SIGIL	BANNER PATTERN	SIGIL ACCENT	BANNER SHAPE
	Level 40 (Hardcore)	Reach level 40 in Hardcore mode.	●			
	Level 50 (Hardcore)	Reach level 50 in Hardcore mode.				
	Level 60 (Hardcore)	Reach level 60 in Hardcore mode.				
	Trophy Hunting	Kill each type of rare enemy in Hardcore mode.	●			
	We Are the Champions	Kill each type of champion in Hardcore mode.	●			
All/Hardcore/Act I						
	Third Time's the Charm!	Kill the Skeleton King in Hardcore mode.				
	Dead Meat (Hardcore)	Kill the Butcher on Normal difficulty in Hardcore mode.			●	
	Dead Meat (Hardcore Nightmare)	Kill the Butcher on Nightmare difficulty in Hardcore mode.				
	Dead Meat (Hardcore Hell)	Kill the Butcher on Hell difficulty in Hardcore mode.				
	Dead Meat (Hardcore Inferno)	Kill the Butcher on Inferno difficulty in Hardcore mode.				
All/Hardcore/Act II						
	The Witch Is Dead	Kill Maghda in Hardcore mode.				
	Kulle Story, Bro	Kill Zoltun Kulle in Hardcore mode.				
	No More Lies (Hardcore)	Kill Belial on Normal difficulty in Hardcore mode.			●	
	No More Lies (Hardcore Nightmare)	Kill Belial on Nightmare difficulty in Hardcore mode.				
	No More Lies (Hardcore Hell)	Kill Belial on Hell difficulty in Hardcore mode.				
	No More Lies (Hardcore Inferno)	Kill Belial on Inferno difficulty in Hardcore mode.				
All/Hardcore/Act III						
	Insatiable Appetites	Kill Ghom in Hardcore mode.				
	Aggravated Assault	Kill the Siegebreaker Assault Beast in Hardcore mode.				
	Lust, Caution	Kill Cydaea in Hardcore mode.				
	He Thought He Was So Clever (Hardcore)	Kill Azmodan on Normal difficulty in Hardcore mode.			●	
	He Thought He Was So Clever (Hardcore Nightmare)	Kill Azmodan on Nightmare difficulty in Hardcore mode.				
	He Thought He Was So Clever (Hardcore Hell)	Kill Azmodan on Hell difficulty in Hardcore mode.				
	He Thought He Was So Clever (Hardcore Inferno)	Kill Azmodan on Inferno difficulty in Hardcore mode.				
All/Hardcore/Act IV						
	Getting Your Hope Up	Kill Rakanoth in Hardcore mode.				
	Reign of Terror (Hardcore)	Kill Diablo on Normal difficulty in Hardcore mode.			●	
	Reign of Terror (Hardcore Nightmare)	Kill Diablo on Nightmare difficulty in Hardcore mode.				
	Reign of Terror (Hardcore Hell)	Kill Diablo on Hell difficulty in Hardcore mode.				
	Reign of Terror (Hardcore Inferno)	Kill Diablo on Inferno difficulty in Hardcore mode.				

ICON	TITLE	DESCRIPTION	BANNER SIGIL	BANNER PATTERN	SIGIL ACCENT	BANNER SHAPE
All/Classes						
	Level 10	Reach level 10.	●			
	Level 20	Reach level 20.			●	
	Level 30	Reach level 30.	●			
	Level 40	Reach level 40.		●		
	Level 50	Reach level 50.	●			
	Level 60	Reach level 60.				●
	Two There Are	Reach level 60 with 2 characters.				
	Warriors of a Broken World	Reach level 60 with 5 characters.				
	Heralds of the New Dawn	Reach level 60 with 10 characters.				
	Class Warfare	Reach level 60 with 2 different classes.				
	From Arreat to Xiansai	Reach level 60 with 5 different classes.				
All/Classes/Barbarian						
	To the Victor Go the Spoils	Complete Act IV with a Barbarian on Normal difficulty.			●	
	A Dream of Victory	Complete Act IV with a Barbarian on Nightmare difficulty.				
	From the Mouth of Hell	Complete Act IV with a Barbarian on Hell difficulty.				
	Bul-Kathos Reborn	Complete Act IV with a Barbarian on Inferno difficulty.	●			
	Warriors of the North	Reach level 60 with 2 Barbarians.				
	Bask in My Glory	Use a skill that grants a beneficial effect to your follower.				
	Mighty Vengeance	Equip a mighty belt and a mighty weapon at the same time.				
	Controlled Fury	Fight with maximum Fury for 5 minutes.				
	An Impenetrable Defense	Block 5 attacks in a row.	●			
	Blowin' in the Wind	Break 2,000 objects with Whirlwind.			●	
	Death from Afar	Kill one of the following enemies with a thrown weapon.				
	Bloodbath	Keep a monster under the Bleed effect continuously for 20 seconds.				
All/Classes/Demon Hunter						
	I Am Vengeance	Complete Act IV with a Demon Hunter on Normal difficulty.			●	
	Dreamless Sleep	Complete Act IV with a Demon Hunter on Nightmare difficulty.				
	Hell Hath No Fury	Complete Act IV with a Demon Hunter on Hell difficulty.				
	Grandmaster Hunter	Complete Act IV with a Demon Hunter on Inferno difficulty.	●			
	Disciples of the Night	Reach level 60 with 2 Demon Hunters.				
	Death Dealer	Equip a Cloak and a Hand Crossbow at the same time.				

ICON	TITLE	DESCRIPTION	BANNER SIGIL	BANNER PATTERN	SIGIL ACCENT	BANNER SHAPE
	Olympian	Use Vault 6 times in 10 seconds.				
	Death Trap	Kill 15 monsters in 5 seconds using Spike Traps.			●	
	Longshot	Kill 100 monsters from 45 yards away.				
	Bleed, You Filth!	Damage 20 enemies with one Fan of Knives.				
	But You Can't Hide	Kill 100 enemies that are running away.				
	Hunter or Hunted	Kill 100,000 demons.				
	Right Where I Want You	Keep a boss snared using Caltrops for 40 consecutive seconds.				
	The Madness Contained	Spend 150 Hatred and 50 Discipline in 6 seconds.				
All/Classes/Monk						
	Restoring Balance	Complete Act IV with a Monk on Normal difficulty.			●	
	Servant of the Gods	Complete Act IV with a Monk on Nightmare difficulty.				
	Enlightened One	Complete Act IV with a Monk on Hell difficulty.				
	Grandmaster	Complete Act IV with a Monk on Inferno difficulty.	●			
	Champions of Ivgorod	Reach level 60 with 2 Monks.				
	Secret Weapons of the Veradani	Equip a Spirit Stone and a Fist Weapon or Daibo at the same time.				
	Meditation	Use Mantra skills to grant a beneficial effect to an ally 200 times.				
	Ambuscade from Seven Sides	Hit 7 enemies with one Seven-Sided Strike.	●			
	Like Water	Dodge 15 attacks in a row.				
	Spirited Away	Kill 150 enemies without reaching maximum Spirit.				
All/Classes/Witch Doctor						
	Spirit Guide	Complete Act IV with a Witch Doctor on Normal difficulty.			●	
	Dreamwalker	Complete Act IV with a Witch Doctor on Nightmare difficulty.				
	Speaker for the Dead	Complete Act IV with a Witch Doctor on Hell difficulty.				
	Shaper of the Unformed Land	Complete Act IV with a Witch Doctor on Inferno difficulty.	●			
	Masters of the Teganze	Reach level 60 with 2 Witch Doctors.				
	Ceremonial Garb	Equip a Ceremonial Knife, a Voodoo Mask, and a Mojo at the same time.				
	Puppet Master	Have 7 pets and/or followers at the same time.				
	Stop Hitting Yourself	Cause 30 enemies to kill each other while Confused.				
	Hotdogging	Summon 3 Zombie Dogs at the same time without using the Summon Zombie Dog skill.				
	Not in Vain	Kill 10 enemies with a single Sacrifice.				
	Bystander	Kill 10 enemies in 3 seconds without attacking or casting any spells.				

ICON	TITLE	DESCRIPTION	BANNER SIGIL	BANNER PATTERN	SIGIL ACCENT	BANNER SHAPE
All/Classes/Wizard						
	Live to Fight Again	Complete Act IV with a Wizard on Normal difficulty.			●	
	Nightmare Scenario	Complete Act IV with a Wizard on Nightmare difficulty.				
	To Hell and Back	Complete Act IV with a Wizard on Hell difficulty.				
	Prophecy Fulfilled	Complete Act IV with a Wizard on Inferno difficulty.	●			
	Sanctum Savants	Reach level 60 with 2 Wizards.				
	Magical Mystery Couture	Equip a wand, a source, and a wizard hat at the same time.				
	Time Takes Its Toll	Slow 20 projectiles with one Slow Time.				
	A Forceful Rebuke	Reflect 8 projectiles with one Wave of Force.				
	Death's Cold Embrace	Kill 1,000 frozen enemies.			●	
	A Cut Above	Cast Spectral Blade as the killing blow on the following enemies.				
	I Must Be Going	Use Teleport while at less than 5 percent of your maximum Life.	●			
	Armor Plated	Keep the same Armor spell active for 20 minutes.				
All/Challenges						
	Light Entertainment	Kill 666 enemies with a falling chandelier.				
	Among the Elite	Kill 200 elite (champion, rare, or unique) enemies.	●			
	The Elitist	Kill 500 elite (champion, rare, or unique) enemies.		●		
	Elitist Bubble	Kill 1500 elite (champion, rare, or unique) enemies.		●		
	Elitist Jerks	Kill 5,000 elite (champion, rare, or unique) enemies.			●	
	Elitist Few	Kill 20,000 elite (champion, rare, or unique) enemies.	●			
	Golden Packs	Kill 20 Treasure Goblins.	●			
	Greed over Need	Kill 100 Treasure Goblins.			●	
	Never Seen that Before	Kill one of the following unique enemies.	●			
	Special Snowflakes	Kill 15 of the following unique enemies.				
	A Unique Collection	Kill all of the following unique enemies.				
	Keep It Rare	Kill 10 rare enemies of the following types.				
	Rarin' to Go	Kill 50 rare enemies of the following types.				
	A Rare Phenomenon	Kill a rare enemy of all the following types.				
	The Takedown	Kill 10 champions of the following types.	●			
	Not So Tough Now	Kill 50 champions of the following types.		●		
	Champion's Collection	Kill a champion of all of the following types.				

ICON	TITLE	DESCRIPTION	BANNER SIGIL	BANNER PATTERN	SIGIL ACCENT	BANNER SHAPE
	Fresh Meat	Complete the Butcher challenge achievements listed below.				
	Out of the Shadows	Complete the Belial challenge achievements listed below.				
	Azmodone	Complete the Azmodan challenge achievements listed below.				
	Diabolical	Complete the Diablo challenge achievements listed below.	●			
	In a Hurry?	Complete the speed run challenge achievements listed below.	●			
	Sheer Lunacy	Kill 100 Fallen Lunatics before they can explode.	●			
	Situational Awareness	Kill 1,000 enemies using the environment.				
	Punch Diablo	Punch Diablo.	●			
	Naked Lust	Defeat Cydaea without any items equipped on Hell difficulty or higher.	●			
	The Hero's New Clothes	Defeat all of the following enemies without any items equipped on Hell difficulty or higher.			●	
	Demolition Derby	Get a destruction callout for breaking 50 objects.				
	I'll Be Your Wingman	Let a follower get the killing blow on all of the following enemies.				
	Massive Blow	Kill 30 enemies in one attack.				
	Survivor	Survive combat with low health 250 times.				
	Savior	Save players from death 250 times.				
	Pink'd	Kill the following enemies while wearing head, shoulder, feet, leg, hand, and torso equipment colored with Lovely Dye.				
	Untouchable	Kill the following enemies without taking any damage in a single player game.				
	Got Out	Escape the Crumbling Vault before it collapses.			●	
	A Second to Spare	Escape the Crumbling Vault in under 90 seconds.	●			
	Smash and Grab	Loot 5 chests in the Crumbling Vault.				
	Bashanishu	Hurt Bashiok using Rakanishu's Blade.			●	
	Imp Slapped	Knockback 5 imps at one time.			●	
	With Friends Like These	Kill 30 enemies from the death explosion of a single Grotesque, Harvester, Horror, Abomination, Bile Crawler, or Spine Lasher.				
	Attacking the Darkness	Kill 20 Shadow Vermin, Gloom Wraiths, or Shade Stalkers at once.			●	
All/Challenges/Act I						
	Instant Karma	Have the Skeleton King kill 15 of his own Forgotten skeletons before killing him.	●			
	Don't Stand in the Fire!	Kill the Butcher without being burned by floor fires or being grabbed by Ancient Spear on Hell difficulty or higher.				
	A Brief Butchering	Kill the Butcher in under 2 minutes on Inferno difficulty.				
	Stunning Reversal	Kill the Butcher while he is stunned by his own charge attack on Nightmare difficulty or higher.				
	Gate Crasher	After speaking to Captain Rumford, kill all the zombies that attack in under 15 seconds during the Fallen Star quest.				
	Cut Off the Head	Kill Headcleaver before killing any of the Royal Henchmen who arrive with him in Leoric's Passage.			●	

ICON	TITLE	DESCRIPTION	BANNER SIGIL	BANNER PATTERN	SIGIL ACCENT	BANNER SHAPE
	Till Death Do Us Part	Let Haedrig Eamon strike the killing blow on his wife, Mira.				
	Destroyer of Destiny	Destroy all 4 Pillars of Destiny in the Royal Crypts at once.				
	Jars of Destruction	Destroy 1,000 pots of ashes.				
	Short Reign	Kill the Skeleton King in under 20 seconds.			●	
	King of the Hill	Complete the Last Stand of the Ancients event without leaving the top of the hill.				
	Nyuck, Nyuck, Nyuck	Kill Larel, Karel, and Moek in the Drowned Temple with one blow.				
	Cursed Captives	Free 6 prisoners in 120 seconds in the Cursed Hold.				
	No Time to Rest	Complete Act I in under 1 hour.				
All/Challenges/Act II						
	Good Eye	Kill Belial without getting hit by his projectile or meteor attacks.				
	Why'd It Have to Be Snakes?	Kill 10 Veiled Sentinels in 30 seconds while fighting Belial on Nightmare difficulty or higher.				
	Fist Missed	Kill Belial without getting hit by his fist attack.				
	Bad Breath	Kill Belial without getting hit by his breath attack on Inferno difficulty.				
	Hiding in Plain Sight	Disrupt both Coven illusions in the Howling Plateau in under 4 minutes.				
	Hero of Alcarnus	Free all of the prisoners in Alcarnus.				
	Lord of the Flies	Kill Maghda without getting hit by her insect attack.	●			
	Got a Head	Find the head of Zoltun Kulle within 120 seconds of entering the Forgotten Ruins.				
	Big Trouble in Talking Barrel	Hear everything Covetous Shen says before you break him out of the barrel.				
	Kulle Duel	Kill Zoltun Kulle without killing either of his Eternal Guardians.			●	
	Hero of Caldeum	Evacuate 20 Caldeum refugees to the sewers in one game.				
	Watch Your Step	Complete the Caldeum uprising without taking any damage from the poison wells.				
	Sandskimmer	Complete Act II in under 1 hour.				
All/Challenges/Act III						
	No Reinforcements	Destroy the Demon Gates before any Demon Troopers can spawn while fighting Azmodan on Hell difficulty or higher.				
	Hot Foot	Kill Azmodan without walking over the bloody demonic ground on Hell difficulty or higher.				
	Be Cool	Kill Azmodan without getting hit by a fireball on Hell difficulty or higher.				
	Azmodan Adds	Kill Azmodan without killing any of his minions on Hell difficulty or higher.				
	Burning Bright	Light the fires before killing the Demonic Hell Bearers at the 5 Signal Beacons on the Skycrown Battlements.				
	No Man Left Behind	Keep all soldiers alive while raising the catapults on the Stonefort.			●	
	Knock Knock	Get Demonic Tremors to burst through 5 different doorways without leaving the same level of the Keep Depths.				
	Crop Dusting	Kill Ghom without getting hit by his gas attack.	●			

ICON	TITLE	DESCRIPTION	BANNER SIGIL	BANNER PATTERN	SIGIL ACCENT	BANNER SHAPE
	Takes a Lickin'	Get licked by 5 different Soul Rippers, Soul Lashers, or Soul Devourers at once.				
	Tear Down This Tower	Let the Siegebreaker Assault Beast destroy all of the towers near the Demon Gate.				
	Antivenom	Kill Cydaea without taking damage from her Spiderlings.			●	
	Crispy Critters	Use a Demon Forge to kill 3 Tormented Stingers at once.				
	Swift Descent	Complete Act III in under 1 hour.				
All/Challenges/Act IV						
	Uncaged	Kill Diablo without getting trapped in a spike cage on Hell difficulty or higher.				
	There Can Be Only One	Fight and kill 5 clones of yourself in Diablo's Realm of Terror on Hell difficulty or higher.				
	Self Sufficient	Kill Diablo without using any health globes or healing wells on Nightmare difficulty or higher.				
	Gardening	Destroy all the corruption in the Gardens of Hope without leaving the game.	●			
	Fallen Angel	Kill Izual and his minions within 120 seconds of the start of the fight.				
	Don't Worry	Kill Rakanoth before killing any of his minions.				
	Return to the Light	Release 25 Impaled Angels.				
	On the Wings of Angels	Complete Act IV in under 1 hour.				
All/Crafting						
	Made to Order	Craft 5 items.		●		
	Custom-Fit	Craft 100 items.	●			
	Makers of Masterpieces	Craft 200 artisan level 10 items.				
	Reclaim Without Shame	Salvage the following types of items.				
	One Hero's Trash...	Salvage each of the following crafting materials.			●	
	One Warrior's Trash...	Salvage each of the following crafting materials.				
	Too Good to Toss	Salvage each of the following crafting materials.				
	Resource Management	Salvage each of the following crafting materials.				
	The Garbage Disposal	Complete the crafting achievements listed below.	●			
	Recipe for Success	Complete the recipe and design achievements listed below.				
	The Exalted Few	Complete the artisan level achievements listed below.			●	
All/Crafting/Blacksmith						
	Mind on the Metal	Teach the Blacksmith a recipe.				●
	Metalworking	Teach the Blacksmith 25 recipes.				
	Heavy Metalworking	Teach the Blacksmith 50 recipes.				
	Heavier Metalworking	Teach the Blacksmith 75 recipes.				

ICON	TITLE	DESCRIPTION	BANNER SIGIL	BANNER PATTERN	SIGIL ACCENT	BANNER SHAPE
	Death Metalworking	Teach the Blacksmith 100 recipes.				●
	To the Smithy!	Acquire the Blacksmith.				
	Steeling with Feeling	Level up the Blacksmith.		●		
	Iron Heart	Raise the Blacksmith to level 5.				
	A Life with Meaning	Raise the Blacksmith to level 10.	●			
	Return Business	Craft items that have each of the following 4 properties.				
	Gorging the Forge	Craft items that have each of the following 10 properties.				
	Swing That Bloody Hammer!	Craft items that have each of the following 15 properties.	●			
All/Crafting/Jeweler						
	Basic Gemology	Teach the Jeweler a design.				●
	Expert Gemology	Teach the Jeweler 3 designs.				
	Master Gemology	Teach the Jeweler 6 designs.				
	Flawless Gemology	Teach the Jeweler 9 designs.				●
	Perfect Gemology	Teach the Jeweler 12 designs.				
	Covetous, Covetous Shen!	Acquire the Jeweler.				
	In the Loupe	Level up the Jeweler.		●		
	I Like Jewels	Reach Level 5 with your Jeweler.				
	Just a Hobby	Raise the Jeweler to level 10.	●			
	Bejeweled	Combine gems.		●		
	Radiance	Craft a Radiant Gem.				
	A Fistful of Gems	Combine each of the following gem types.			●	
	Perfect as Tears	Craft a maximum level gem.	●			
	Like Stars in the Sky	Create a maximum level gem of the following types.				
	Just Like New	Unsocket an item.		●		

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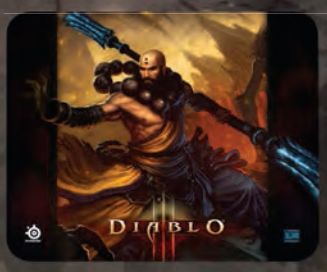

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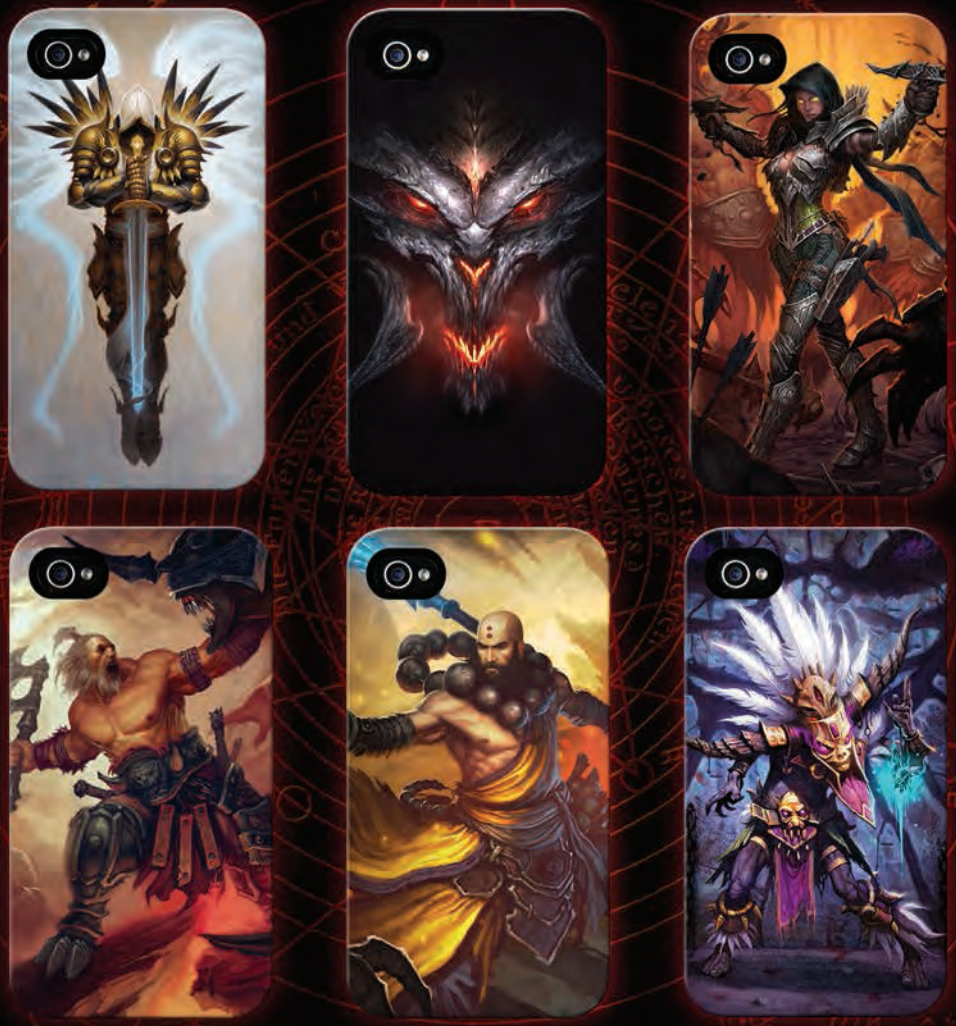

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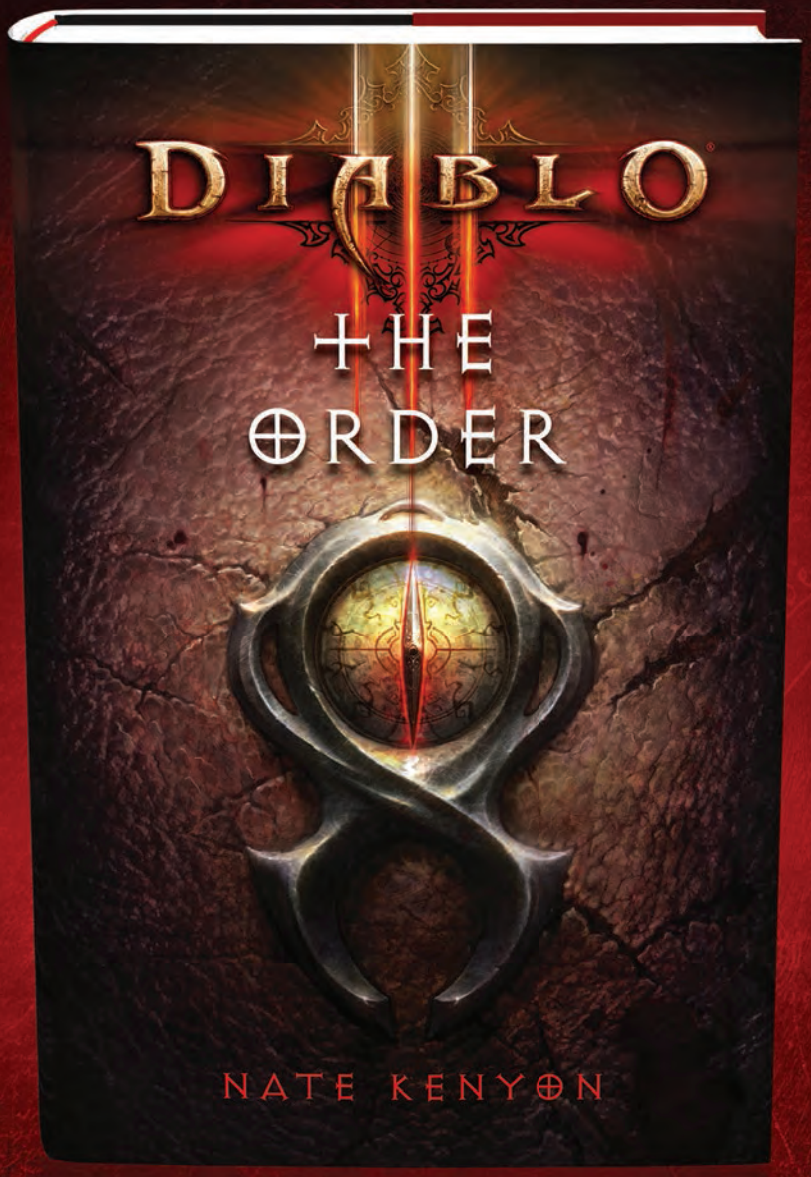

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Cain: "The Zakarum High Priests in Kurast proclaimed Leoric King of Khanduras many years ago. He ruled well until Diablo's influence drove him mad and the loyal knight Lachdanan was forced to slay him. Afterward, Diablo himself raised Leoric from the dead as the Skeleton King until the monarch's son, Aidan, vanquished him."
To beat this towering foe, the Hero must understand how he fights. The Skeleton King has a number of mace-based attacks up his sleeve, but none more important to your battle plans than his Summon Skeletons ability. He'll summon two Returned and two Forgotten Soldiers in close proximity to the Hero, then immediately summon another pair of each. This adds eight additional enemies to the fight. Fortunately, none of the Skeleton King's summons has a ranged attack, thus making it very easy to avoid them. Stay on the move and, if necessary, use the stairs on either side of the large statue to lead them in circles while you focus on the primary target.
Rather than battling the summoned enemies yourself, it's possible to use the Skeleton King's aggression to do the job on your behalf. The Skeleton King has two primary melee attacks: a Cleave attack and a spinning Whirlwind strike. The Cleave is a rather swift blow that he performs at close range. The attack comes with little warning and inflicts moderate damage. The Whirlwind attack is a bit more obvious, given the lengthier windup it requires. The great thing about the Whirlwind attack is that it has the potential to obliterate the entire army of summoned skeletons. Lure the Skeleton King toward his summoned combatants and watch his Whirlwind attack decimate their numbers. His Summon Skeletons ability provides a valuable source of Health Globes, but leave these until you truly need them.
One aspect of battling the Skeleton King that makes him tough to conquer—aside from his large health pool—is his Teleport Attack ability. Even ranged fighters like the Demon Hunter will find it hard to maintain separation from an enemy that can instantly teleport within striking range.
Not only does this teleportation ability make it difficult to land repeat strikes on the Skeleton King, but he'll Teleport close to the player and launch a sudden mace attack out of the ether. Counterattack immediately to put pressure on the Skeleton King, then back away to avoid the inevitable Cleave or Whirlwind attack. The Skeleton King is susceptible to attacks during his prolonged Whirlwind attack.
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DIABLO III®
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By Doug Walsh & Rick Barba

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